

# STAR THE LAST JEDI WARS™

INCREDIBLE CROSS-SECTIONS

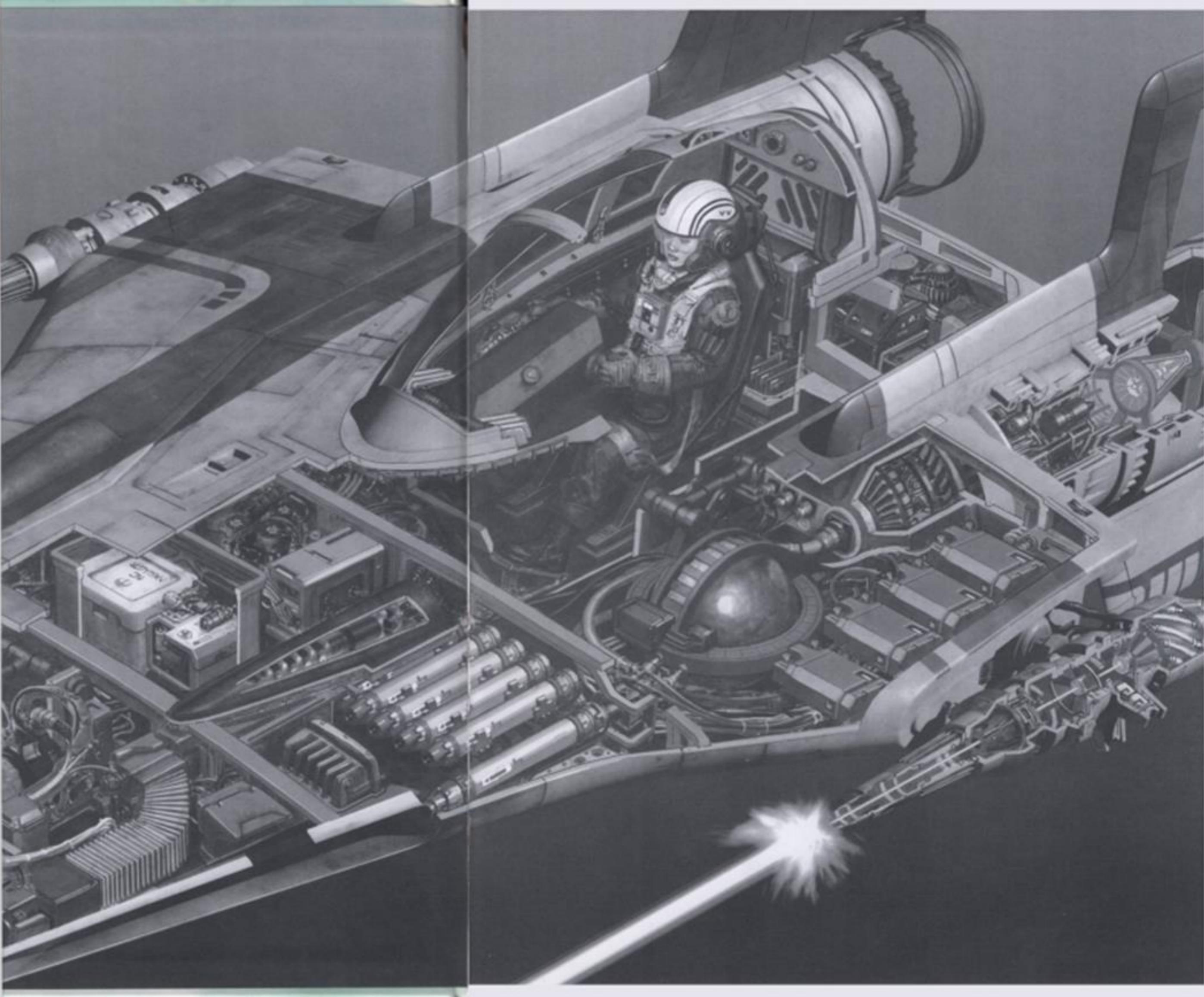
ILLUSTRATED BY KEMP REMILLARD • WRITTEN BY JASON FRY

## ABOUT THIS BOOK

Created in close collaboration with Lucasfilm and Industrial Light & Magic, *Star Wars: The Last Jedi* Incredible Cross-Sections gives you an exclusive, unique look at the nimble starfighters, mighty capital ships, trusty transports, and powerful armored walkers seen in Episode VIII of the *Star Wars* saga.

DK was given special access to concept art, set photography, early production models, and digital renders, allowing the illustrator to bring these vehicles from screen to page with incredible accuracy. This is an indispensable reference book for any *Star Wars* fan.

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STAR  
THE LAST JEDI  
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# INTRODUCTION

**STARKILLER BASE IS NO MORE**, but the galaxy still faces grave peril after the First Order's deadly assault on Hosnian Prime. This sneak attack incinerated the New Republic capital, its leadership, and key elements of its fleet. With the galaxy's far-flung worlds still reeling and off balance, a war fleet commanded by General Hux follows the Resistance's starfighters back to their base on D'Qar, hoping to avenge the defeat at Starkiller Base. Hux knows it is vital that they put an end to the Resistance

quickly, before opposition to the First Order can be organized. Although General Leia Organa and her allies escape from Hux's assault, Supreme Leader Snoke soon joins the pursuit of the fleeing Resistance, revealing his mighty flagship, and a fleet of secretly built Star Destroyers. Snoke hopes to witness Organa's demise, but is also mindful of reverberations in the Force—ripples caused by events on a lost world, where a desperate seeker has discovered the refuge of the last Jedi.

## GALACTIC FACTIONS

### THE RESISTANCE

The Resistance's predicament is dire. The New Republic is all but destroyed, and the First Order has unleashed its war machine to seek revenge for the raid on Starkiller Base. Leia Organa and fellow Resistance leaders fight back with a ragtag assembly of ships salvaged from New Republic scrapyards, lent by sympathetic allies, converted from civilian models, or left over from the days of the Rebel Alliance. With the galaxy's independent systems fearful of being drawn into renewed conflict, the Resistance stands alone against the First Order—making its brave pilots the last defense against a new era of tyranny.



### THE FIRST ORDER

Even as he fought to destroy the Alliance, Emperor Palpatine was seeking answers to the oldest riddles of the Force among the mysterious star systems of the galaxy's Unknown Regions. Palpatine ordered Imperial scouts to blaze hyperspace trails beyond the frontier and constructed a vast network of labs, shipyards, and bases as part of his plan to expand the Empire once the rebel threat had been quelled. The First Order inherited these facilities, using them to make advances in military technology and create huge fleets and armies. It then waited the right moment to unleash its fury on the New Republic and reclaim dominion over the galaxy.



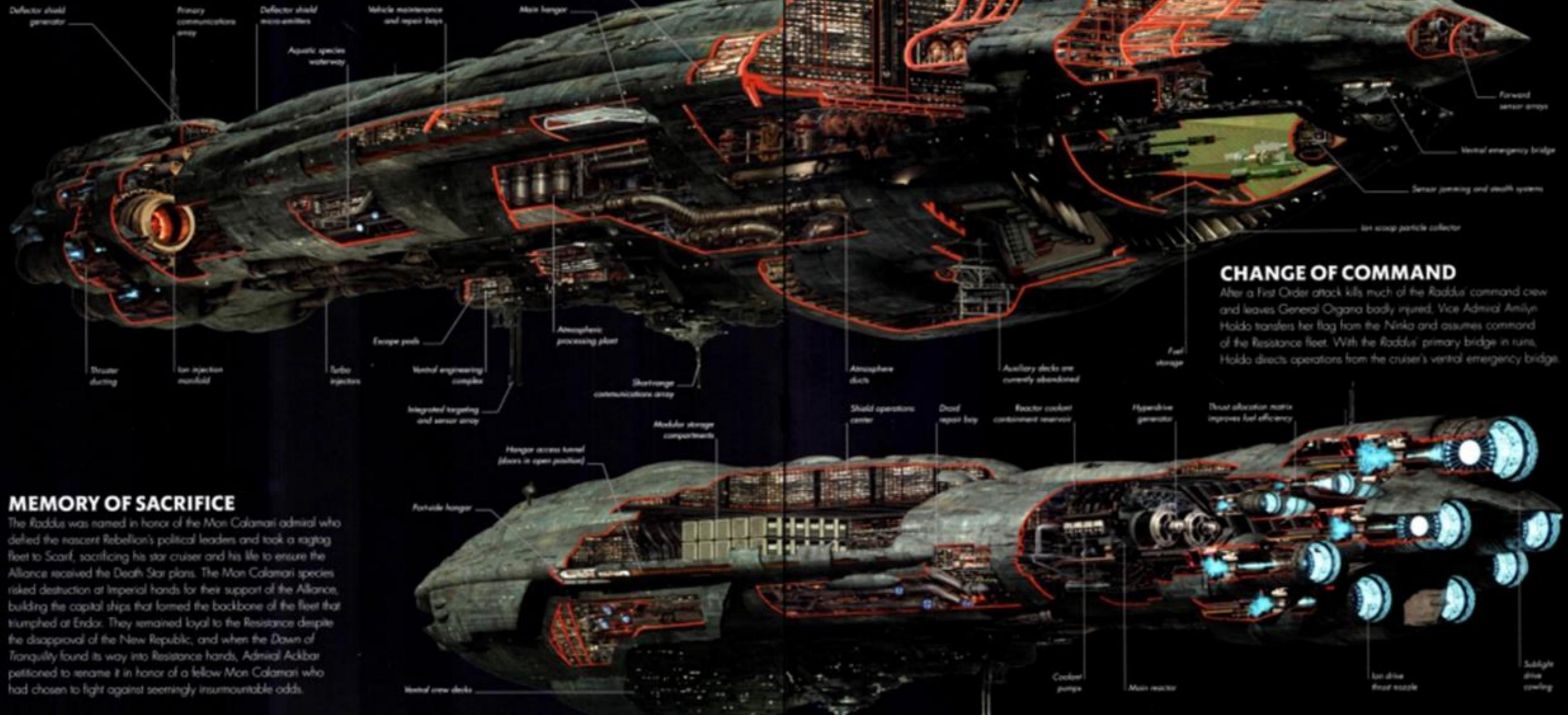
A detailed view of the interior of a Resistance bomber cockpit. The pilot, Edan Keppehl, is seen from the side, wearing a distinctive yellow and red helmet with a black visor. He is seated in a complex seat with multiple harnesses and a control panel. The cockpit is filled with various control panels, screens, and mechanical components. The lighting is dim, with bright lights from the panels illuminating the pilot and the controls. The overall atmosphere is one of a high-stakes, futuristic cockpit.

### ATTACK RUN

On board the Resistance bomber Crimson Holdout, bombardier Edan Keppehl prepares to target the First Order fleet. Edan is aware that even a single hit on its bomb bay could instantly vaporize his ship and its crew.

# THE RADDUS

THE PRIDE OF the Resistance, the Raddus is a mobile command center for General Leia Organa and a symbol of the struggle for galactic freedom. Its name celebrates one of the Rebellion's earliest heroes, while its construction incorporates contributions from different shipyards and species. The Raddus serves as a carrier for the Resistance's hastily reconstituted starfighter corps. It is also the flagship of the ragged task force that flees D'Qar, just ahead of the First Order fleet bent on avenging the destruction of Starkiller Base. The fate of the Resistance and the dream of a free and peaceful galaxy both rest with this wounded warship. It races through space with an enigmatic commander at its helm and a restive crew desperately hoping that a safe haven can be found.



## RAISED SHIELDS

The advanced deflector shields that cocoon the Raddus are an experimental design, capable of sustaining huge amounts of damage before failing. Though their heavy pummeling by the First Order makes structural damage inevitable, most other ships would have been destroyed long before this point.

## NEW OWNERSHIP

Originally named the Dawn of Tranquility, the Raddus once formed part of the New Republic's home fleet, but was decommissioned early—a move made with one eye on treaties limiting heavy warships and another on being able to reduce navy personnel. For the MC8S line, the Mon Calamari worked with the venerable Corellian Engineering Corporation to create interiors more amenable to non-amphibious crews. This has allowed the Resistance to avoid costly retrofits.

## DATA FILE

- > MANUFACTURER: Mon Calamari Shipyards/ Corellian Engineering Corporation
- > MODEL: MC8S Star Cruiser
- > CLASS: Star Cruiser
- > DIMENSIONS: Length: 3,438.32m (11,260.74ft); width: 706.55m (2,318.08ft); height: 461.6m (1,514.48ft)
- > CREW: 1,039 (skilled crew augmented via contractors)
- > WEAPONS: 18 heavy turbolasers, 18 heavy ion cannons, 12 point-defense laser turrets, 6 proton torpedo launchers
- > AFFILIATION: Resistance

## MEMORY OF SACRIFICE

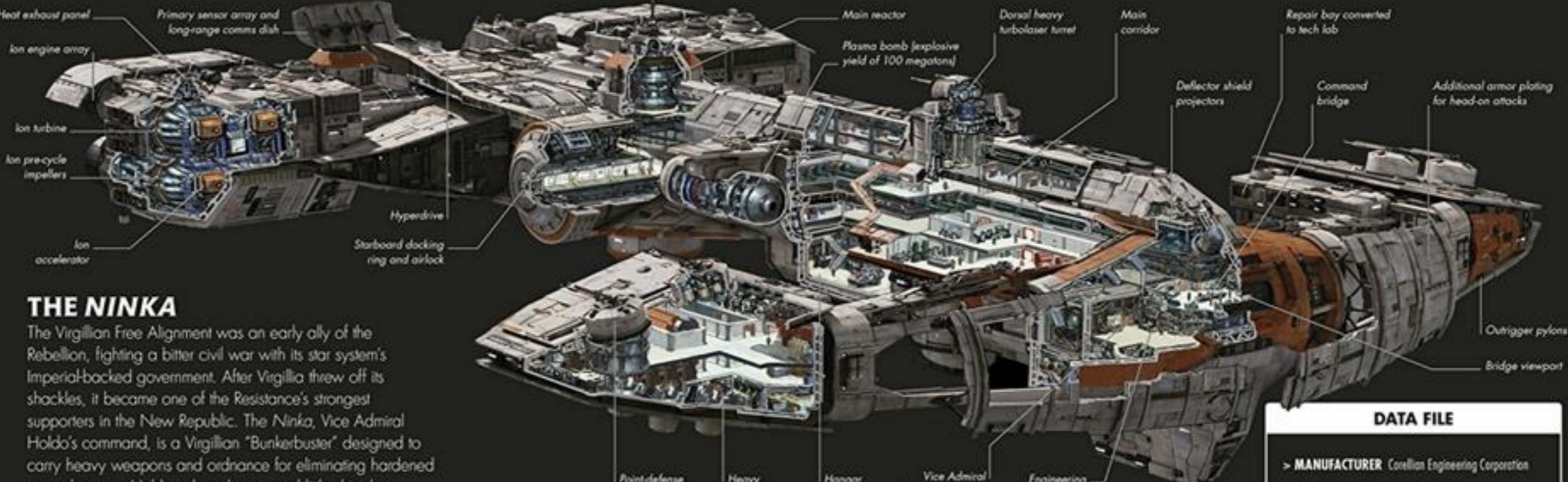
The Raddus was named in honor of the Mon Calamari admiral who defied the nascent Rebellion's political leaders and took a ragtag fleet to Scarif, sacrificing his star cruiser and his life to ensure the Alliance received the Death Star plans. The Mon Calamari species risked destruction at Imperial hands for their support of the Alliance, building the capital ships that formed the backbone of the fleet that triumphed at Endor. They remained loyal to the Resistance despite the disapproval of the New Republic, and when the *Dawn of Tranquility* found its way into Resistance hands, Admiral Ackbar petitioned to rename it in honor of a fellow Mon Calamari who had chosen to fight against seemingly insurmountable odds.

## CHANGE OF COMMAND

After a First Order attack kills much of the Raddus' command crew and leaves General Organa badly injured, Vice Admiral Amilyn Holdo transfers her flag from the *Niraka* and assumes command of the Resistance fleet. With the Raddus' primary bridge in ruins, Holdo directs operations from the cruiser's ventral emergency bridge.

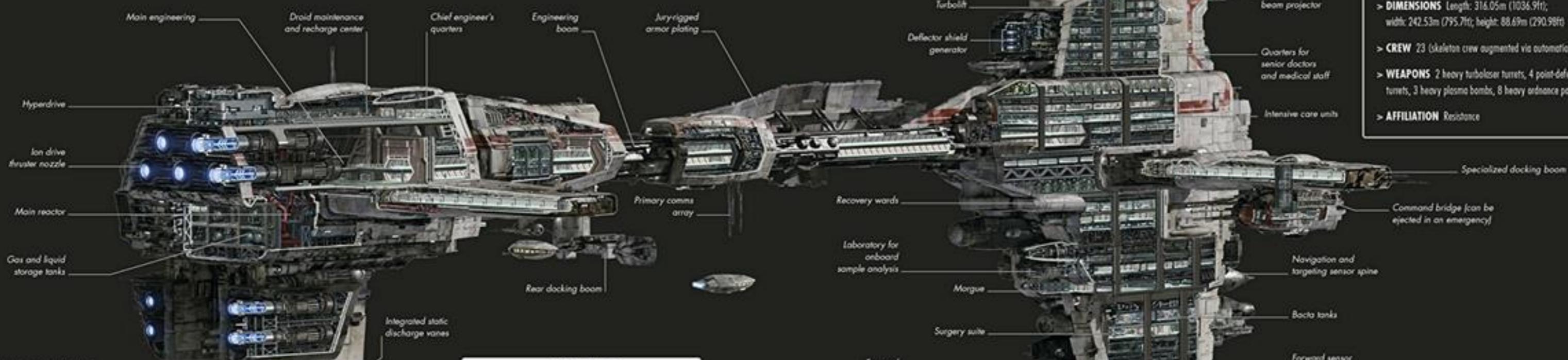
# RESISTANCE CAPITAL SHIPS

**THE RESISTANCE FLEET** is barely worthy of the name: four capital ships, a handful of support craft, and a few squadrons of bombers and starfighters. But Leia Organa's movement has always relied on assets not recorded in an order of battle—local allies, a capable spy network, and clandestine support from the New Republic allowed it to keep tabs on the First Order. As Organa and her old friend Admiral Holdo remind impatient Resistance commanders, the Rebel Alliance triumphed because it stood for freedom and peace, a cause more powerful than any starfleet. But with the New Republic decapitated and in ruins, that philosophy faces a brutal test. Before the galaxy can respond to its attack on Hosnian Prime, the First Order plans to hunt down and destroy Organa and the Resistance leaders.



## THE NINKA

The Virgillian Free Alignment was an early ally of the Rebellion, fighting a bitter civil war with its star system's Imperial-backed government. After Virgillia threw off its shackles, it became one of the Resistance's strongest supporters in the New Republic. The Ninka, Vice Admiral Holdo's command, is a Virgillian "Bunkerbuster" designed to carry heavy weapons and ordinance for eliminating hardened ground targets. Holdo adores her rugged little ship, but transfers her flag to the *Raddus* after taking over leadership of the fleet from an incapacitated General Organa.



## THE ANODYNE

The Nebulon-B frigate was built as an escort craft for the Imperial Navy, but many of these tough, versatile starships found their way into rebel hands. After the armistice between the New Republic and Imperial remnants, Kuat Drive Yards built the larger Nebulon-C to take on similar duties for the New Republic. Several decommissioned Nebulon-Cs have been quietly transferred to the Resistance, and the *Anodyne* serves as the Resistance fleet's hospital ship. Its conversion has left its military capabilities intact: It is able to carry a full starfighter wing, and bristles with laser cannons.

## DATA FILE

> **MANUFACTURER** Kuat Drive Yards  
> **MODEL** Modified Nebulon-C Frigate  
> **CLASS** Frigate  
> **DIMENSIONS** Length: 549.17m (1801.74ft); width: 195.06m (639.96ft); height: 322.24m (1057.22ft)  
> **CREW** 170 (skeleton crew augmented via automation)  
> **WEAPONS** 10 heavy turbolasers, 6 point-defense turrets, 2 proton torpedo launchers  
> **AFFILIATION** Resistance

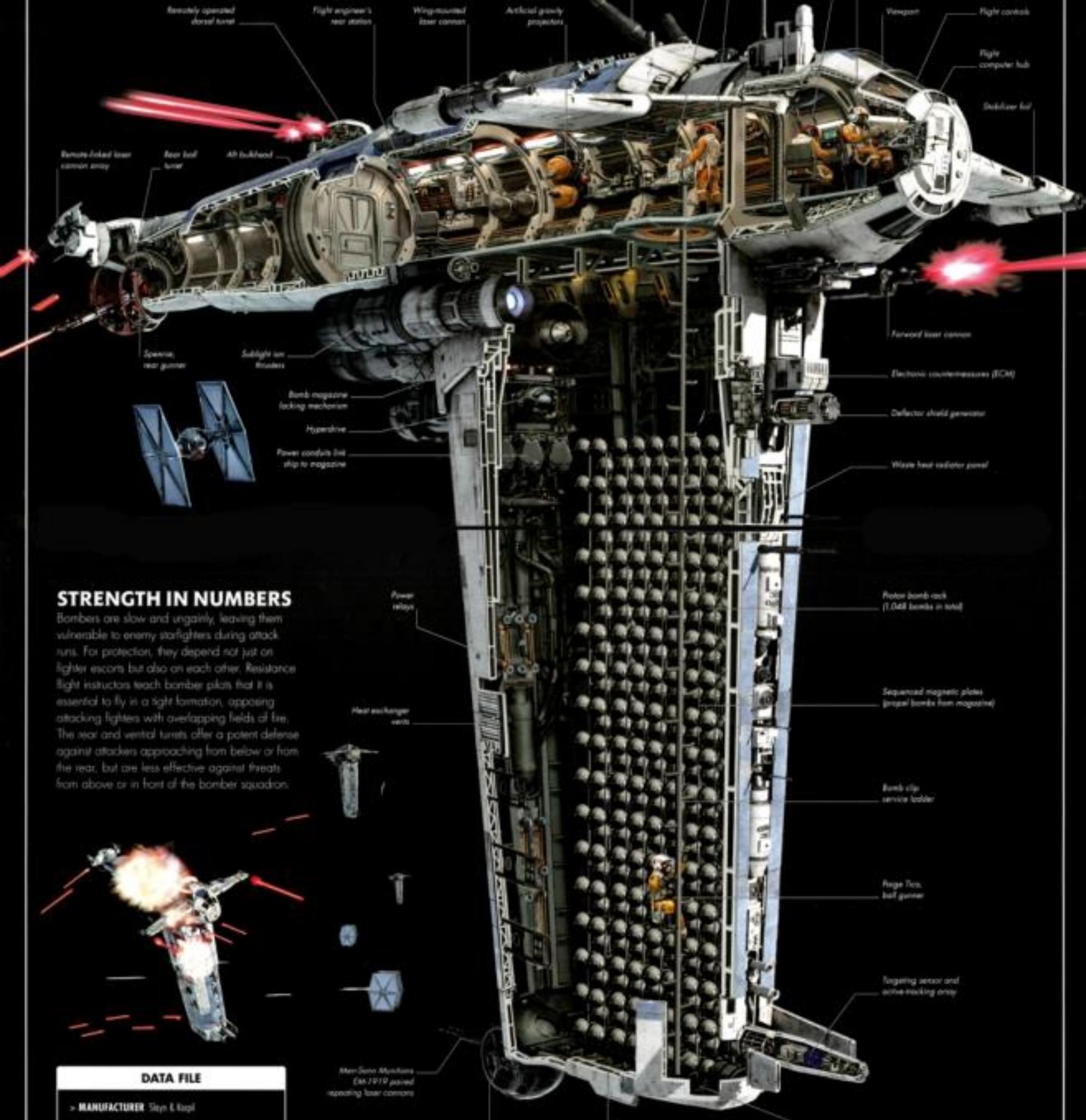


## SKELETON CREWS

Compared to the First Order, whose vessels have vast complements, the Resistance has struggled to find crews for its meager collection of warships, and has turned to automation to help it do more with less. Engineers have wired up droid brains and repurposed targeting computers to handle tasks traditionally left to organic personnel, allowing capital-ship crews to be heavily reduced. General Organa's flagship, the *Raddus*, easily accommodates evacuees from the rest of the Resistance task force as the ships run out of fuel and are abandoned to become target practice for the pursuing First Order fleet.

# RESISTANCE BOMBER

**PRESSING ITS WAR** with the Empire's remnants, the New Republic contracted with Slayn & Korpil for the MG-100 Starfortress, a dedicated bomber that could deliver a far larger payload than starfighters. The Senate's subsequent demilitarization effort sent many of these bombers to the scrapyard, and some found their way into Resistance hands. A mercy mission to Attero by D'Qar's Cobalt and Crimson Squadrons left the bombers unavailable for the assault on Starkiller Base, but the squadrons' survivors arrive in time to play a pivotal role in defending D'Qar from the First Order's assault. The brave crews' sacrifice allows Resistance leaders, including General Organa and Admiral Ackbar, to evacuate their besieged headquarters.



## STRENGTH IN NUMBERS

Bombers are slow and ungainly, leaving them vulnerable to enemy starfighters during attack runs. For protection, they depend not just on fighter escorts but also on each other. Resistance flight instructors teach bomber pilots that it is essential to fly in a tight formation, opposing attacking fighters with overlapping fields of fire. The rear and ventral turrets offer a potent defense against attackers approaching from below or from the rear, but are less effective against threats from above or in front of the bomber squadron.

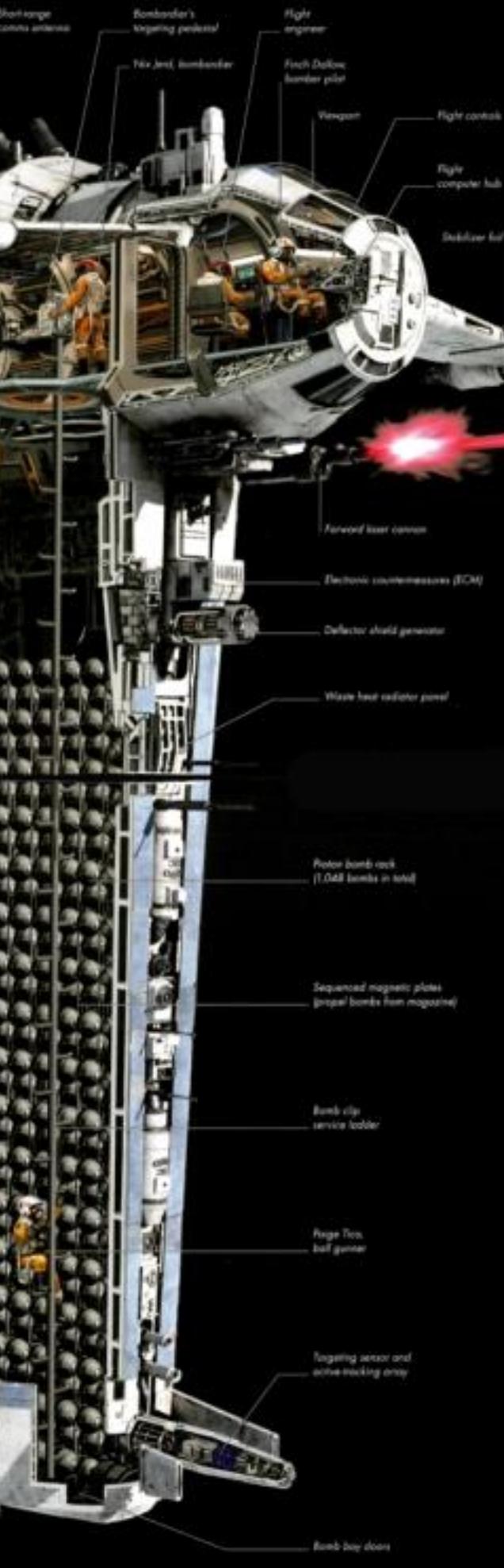


### DATA FILE

- > **MANUFACTURER** Slayn & Korpil
- > **MODEL** MG-100 Starfortress SF-17
- > **CLASS** Bomber
- > **DIMENSIONS** Length: 29.67m (97.34ft); width: 15.3m (50.29ft); height: 21.65m (70.69ft)
- > **CREW** 5 (pilot, flight engineer, bombardier, and 2 gunners)
- > **WEAPONS** 3 laser cannon turrets, 6 medium laser cannons, proton bombs
- > **AFFILIATION** Resistance

## FLEXIBLE Flier

Strapped for resources, the Resistance has improvised by using its Starfortresses on non-military missions. In the Attero campaign, bombers delivered probes to spy on the First Order and ferried supplies to Attero Bivio, eluding detection through power-baiting technology that hides energy emissions. Decommissioned MG-100s also see widespread civilian use. Mining companies use them to drop explosives that break up ice and rock; local governments deploy them as rescue ships, fuel tankers, and fire-fighting craft; and scout services rely on them for celestial mapping and exploration.



## DETACHABLE PAYLOAD

The bomb bay and ventral ball turret are housed within a separate magazine "clip" that slots into the fuselage, with the bombardier's targeting pedestal rising through a hatch in the flight deck. Separating the two components allows for more efficient storage and easier post-flight maintenance. Resistance crews load the bomb bay's payload while it is horizontal, then slot the clip into position below a gantry used by the crew to enter the flight deck. When such facilities aren't available, the clip can be left coupled with the fuselage for docking at space wharves or orbital facilities.

# A-WING

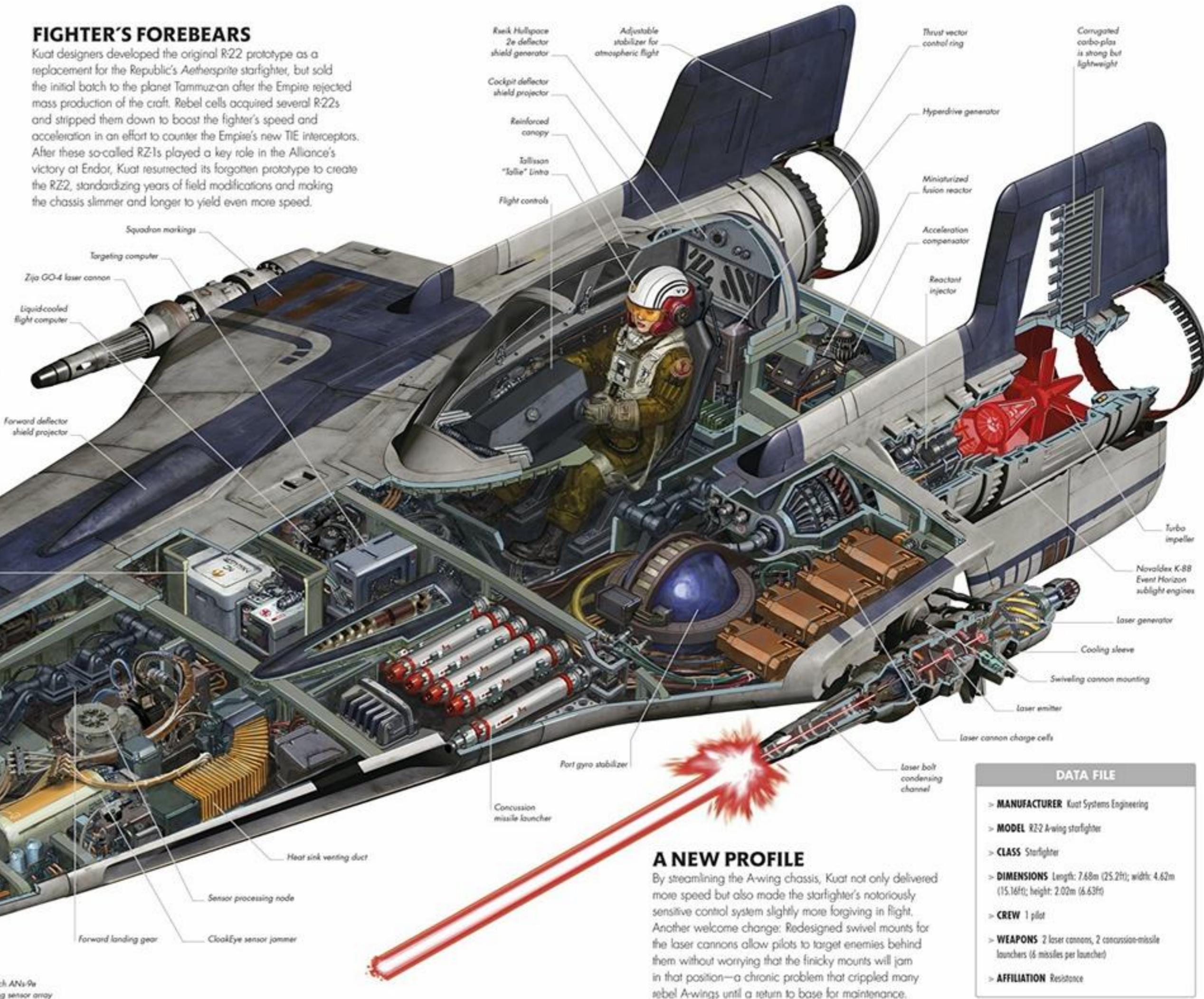
**THE SUCCESSOR** to an Alliance starfighter beloved for its speed but bemoaned for frequent breakdowns, the Resistance A-wing incorporates generations of improvements by rebel techs into a sleeker, longer frame delivering stability as well as speed. The New Republic has cut A-wing production to a minimum, but the Resistance uses these fighters for everything from reconnaissance patrols to bomber escort missions. As with a previous generation's rebels, Resistance pilots take pride in proving they have the skills and daring to master this ultra-fast, yet temperamental, starfighter.

## SPEED AND STEALTH

Like its rebel predecessor, the Resistance A-wing is ideal for missions that require speed: hit-and-run raids, surgical strikes on capital ships, and intelligence-gathering missions. A capable pilot can emerge from hyperspace, engage the fighter's powerful suite of imagers and sensors, streak around an objective at top speed, and vanish back into hyperspace, all while enemy ground crews are still scrambling to get fighters airborne. The RZ2 improves on its predecessors' capabilities, with more powerful sensors for faster data collection and upgraded jammers to impede detection.

## FIGHTER'S FOREBEARS

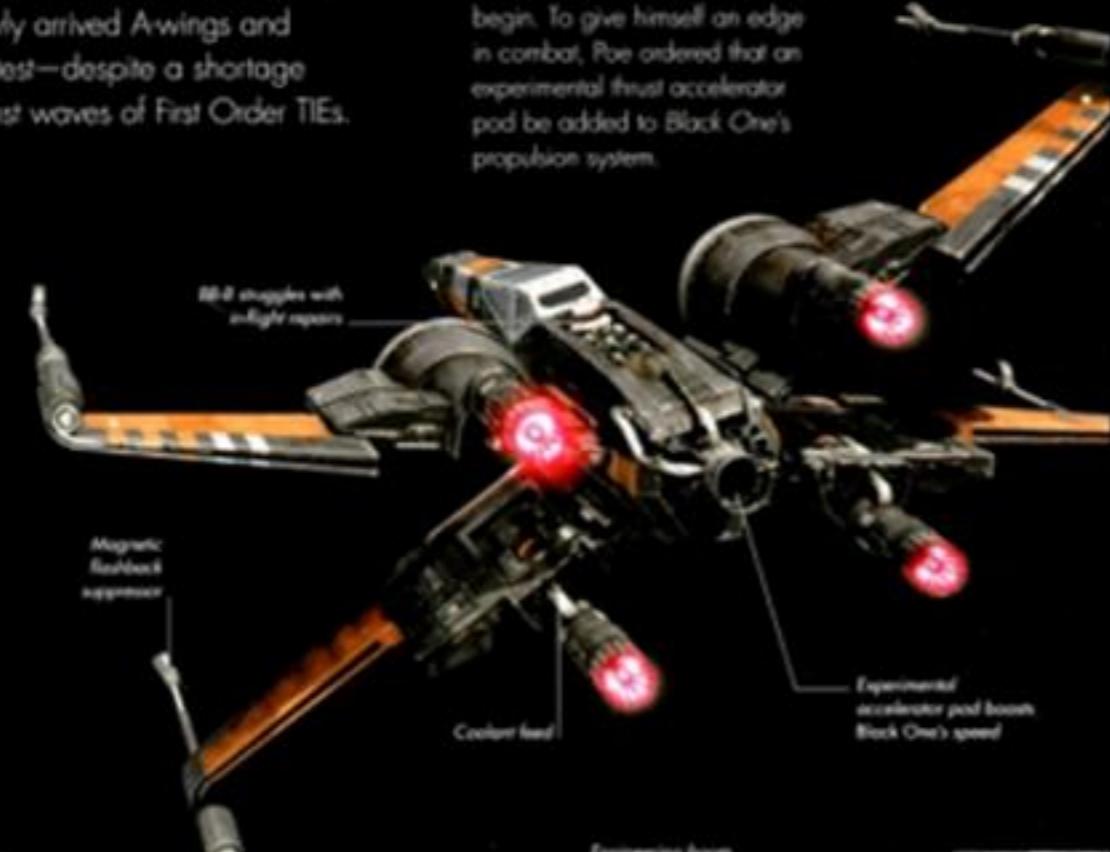
Kuat designers developed the original R22 prototype as a replacement for the Republic's Aethersprite starfighter, but sold the initial batch to the planet Tamimuz-an after the Empire rejected mass production of the craft. Rebel cells acquired several R22s and stripped them down to boost the fighter's speed and acceleration in an effort to counter the Empire's new TIE interceptors. After these so-called RZ1s played a key role in the Alliance's victory at Endor, Kuat resurrected its forgotten prototype to create the RZ2, standardizing years of field modifications and making the chassis slimmer and longer to yield even more speed.



# RESISTANCE CRAFT

THE STARFIGHTER PILOTS who serve in the Resistance have no time to celebrate their victory at Starkiller Base. A First Order task force tracks them to D'Qar, determined to avenge the destruction of their planet-killing weapon by wiping out the group that has plagued them for so long. The Battle for Starkiller Base inflicted fearful losses on the Resistance's pilot ranks, forcing Poe Dameron to reform Red and Blue Squadrons with help from newly arrived A-wings and X-wings. The pilots face an immediate test—despite a shortage of fuel, they must protect bombers against waves of First Order TIEs.

DATA FILE	
> MANUFACTURER	Incom-Fleet
> MODEL	T-70 X-wing modified
> CLASS	Starfighter
> DIMENSIONS	Length: 12.74m (41.8ft); width: 10.8m (35.4ft); height: 4.6m (15.2ft)
> CREW	1 pilot plus 1 astromech droid
> WEAPONS	4 laser cannons, 8 proton torpedoes (standard configuration)
> AFFILIATION	Resistance



## THE VIGIL

When Gallafee Yards went bankrupt, the Empire engineered its takeover by Kuat Drive Yards, one of the regime's most staunch backers. KDY married existing Gallafee designs with elements of its Nebulon frigate line to create a series of cargo frigates, complementing cargo capacity with basic defenses against pirates. The resulting ships, dubbed the Valken-class, fared poorly, and many of them were dumped on the secondary market where, ironically, they became a favorite craft of pirate bands. Resistance commandos captured the Vigil from pirates in a battle off the Chasidian Sheds.

## BLACK ONE

Faster and better-armed than the rebel era's T-65 X-wings, the T-70 forms the backbone of the Resistance's starfighter corps. Poe Dameron's customized T-70, Black One, returned from Starkiller Base with a bad case of carbonscoring and dangerously frayed fire-control linkages. Poe immediately ordered that his fighter be taken into a repair bay, all too aware that the Resistance's next battle would soon begin. To give himself an edge in combat, Poe ordered that an experimental thrust accelerator pod be added to Black One's propulsion system.

DATA FILE	
> MANUFACTURER	Slynn & Kryp
> MODEL	Customized light shuttle
> CLASS	Transport
> DIMENSIONS	Length: 7.73m (25.38ft); width: 5.29m (17.34ft); height: 5.72m (18.77ft)
> CREW	1 pilot plus 1 passenger
> WEAPONS	N/A
> AFFILIATION	Resistance



## RESISTANCE TRANSPORT POD

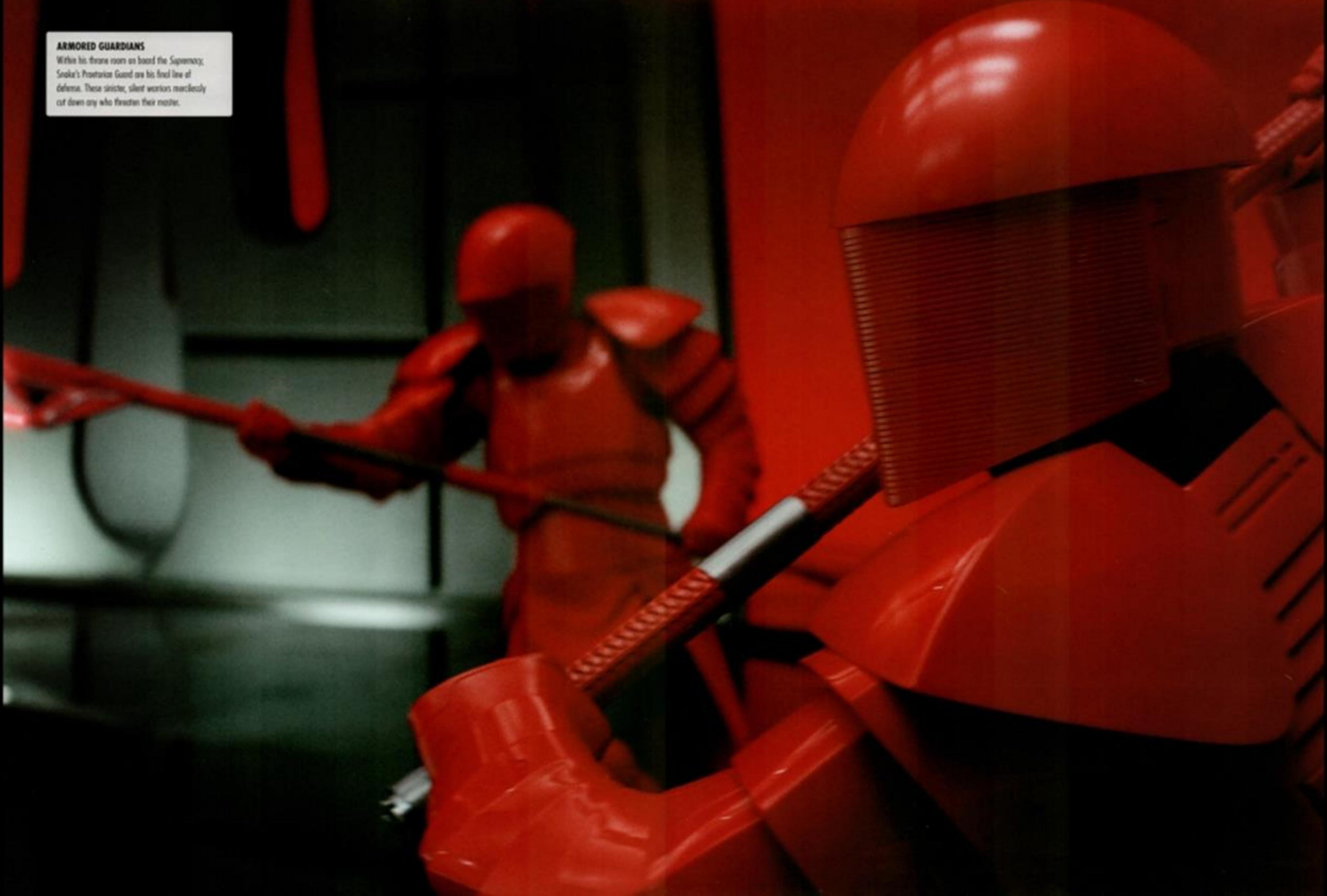
Needing a transport capable of carrying troops and officers, Resistance techs grafted B-wing Mark II cockpits to civilian passenger modules to create a custom design. When the passenger module is detached, the cockpit section itself can be modified with a hyperdrive to serve as a light shuttle. This small, unarmed craft proves ideal for Rose and Finn to use on their rogue mission to Canto Bight.

## DATA FILE

> MANUFACTURER	Kuat Drive Yards
> MODEL	Valken-class cargo frigate
> CLASS	Frigate
> DIMENSIONS	Length: 49.92m (163.21ft); width: 79.88m (262.07ft); height: 75.44m (501.7ft)
> CREW	21
> WEAPONS	4 laser cannons, 2 tractor beam projectors
> AFFILIATION	Resistance

**ARMORED GUARDIANS**

Within his throne room on board the Supremacy, Snake's Proetarax Guard are his final line of defense. These sinister, silent workers mercilessly cut down any who threaten their master.

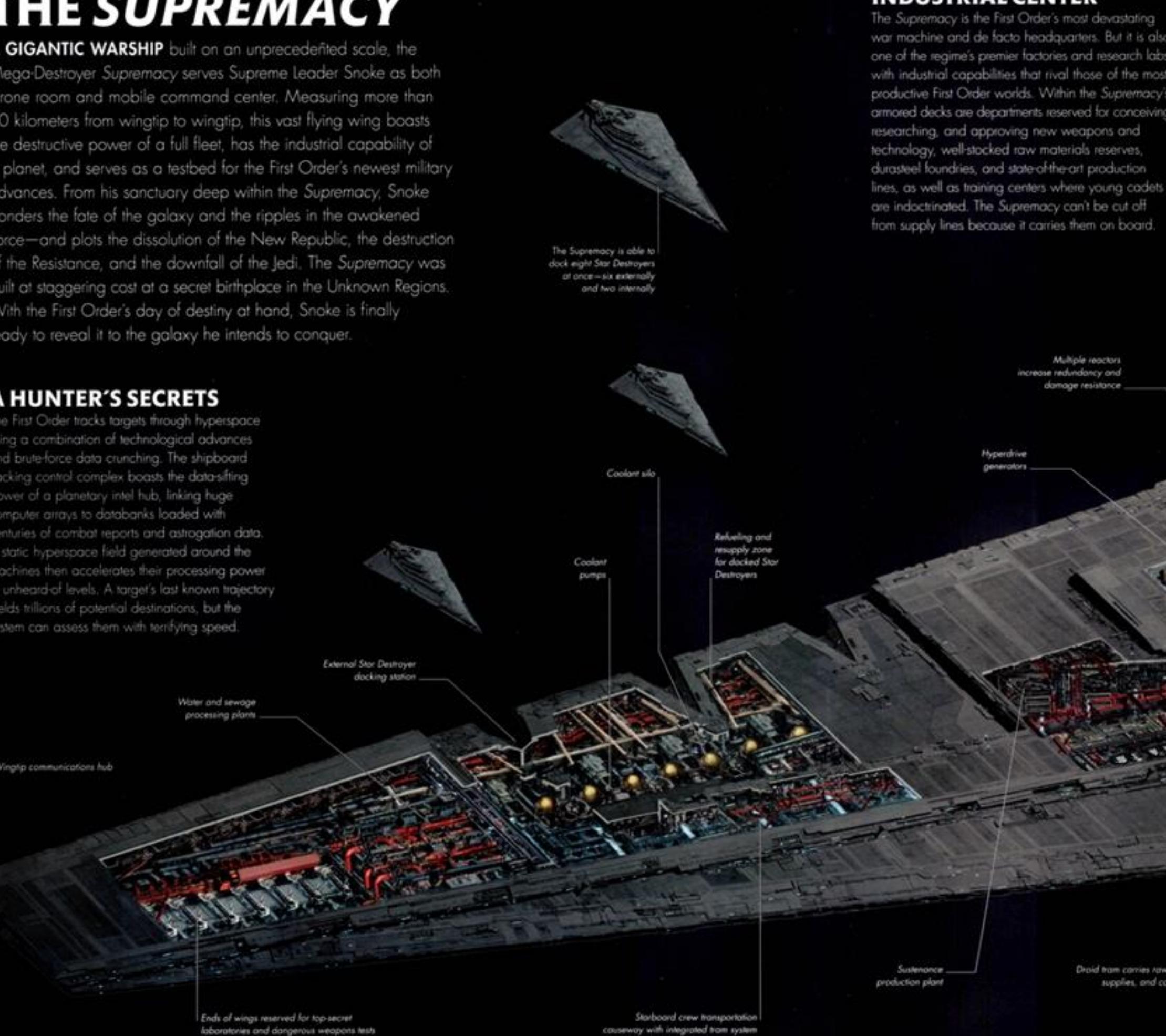


# THE SUPREMACY

**A GIGANTIC WARSHIP** built on an unprecedented scale, the Mega-Destroyer Supremacy serves Supreme Leader Snoke as both throne room and mobile command center. Measuring more than 60 kilometers from wingtip to wingtip, this vast flying wing boasts the destructive power of a full fleet, has the industrial capability of a planet, and serves as a testbed for the First Order's newest military advances. From his sanctuary deep within the Supremacy, Snoke ponders the fate of the galaxy and the ripples in the awakened Force—and plots the dissolution of the New Republic, the destruction of the Resistance, and the downfall of the Jedi. The Supremacy was built at staggering cost at a secret birthplace in the Unknown Regions. With the First Order's day of destiny at hand, Snoke is finally ready to reveal it to the galaxy he intends to conquer.

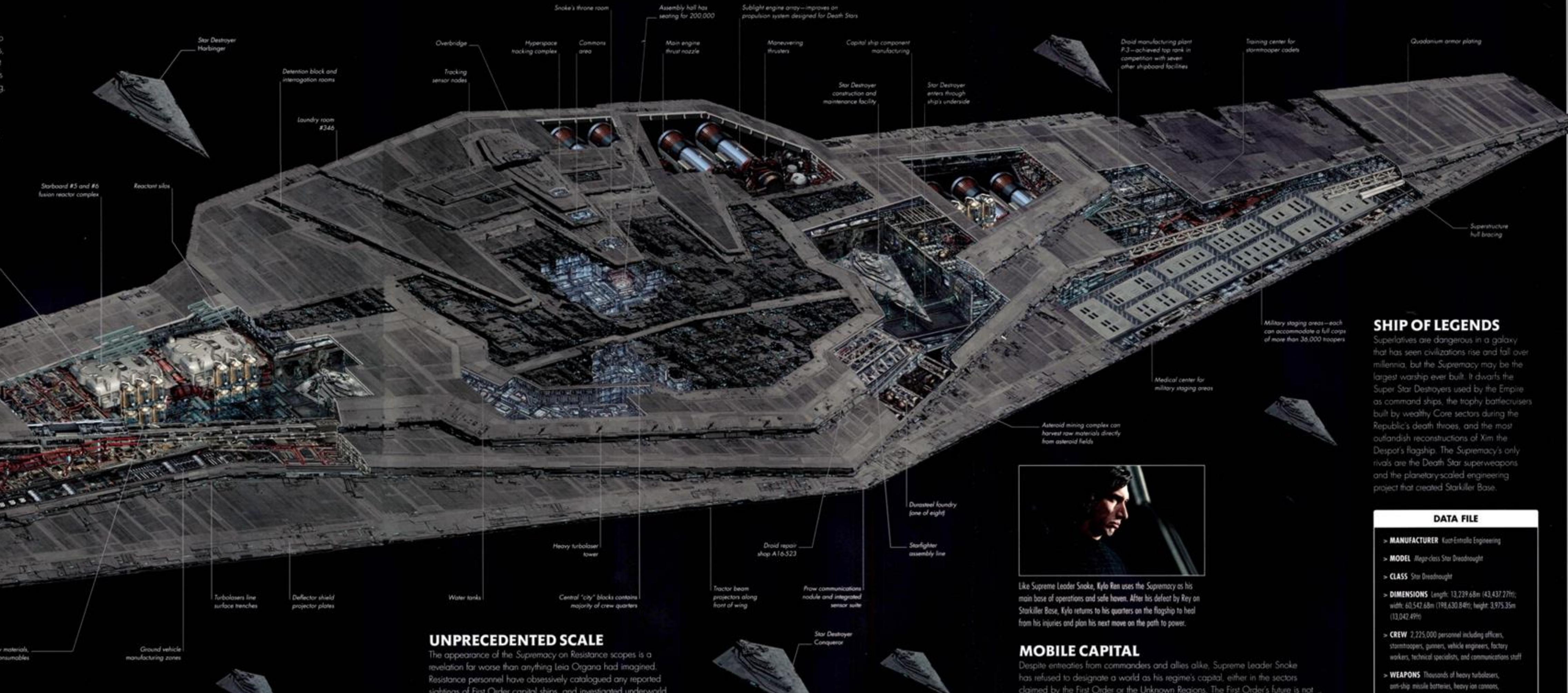
## A HUNTER'S SECRETS

The First Order tracks targets through hyperspace using a combination of technological advances and brute-force data crunching. The shipboard tracking control complex boasts the data-crunching power of a planetary intel hub, linking huge computer arrays to databanks loaded with centuries of combat reports and astrogation data. A static hyperspace field generated around the machines then accelerates their processing power to unheard-of levels. A target's last known trajectory yields trillions of potential destinations, but the system can assess them with terrifying speed.



## INDUSTRIAL CENTER

The Supremacy is the First Order's most devastating war machine and de facto headquarters. But it is also one of the regime's premier factories and research labs, with industrial capabilities that rival those of the most productive First Order worlds. Within the Supremacy's armored docks are departments reserved for conceiving, researching, and approving new weapons and technology, well-stocked raw materials reserves, durasteel foundries, and state-of-the-art production lines, as well as training centers where young cadets are indoctrinated. The Supremacy can't be cut off from supply lines because it carries them on board.



## UNPRECEDENTED SCALE

The appearance of the Supremacy on Resistance scopes is a revelation far worse than anything Leia Organa had imagined.

Resistance personnel have obsessively catalogued any reported sightings of First Order capital ships, and investigated underworld rumors of "Snoke's boudoir." But not even the most pessimistic member of the general's staff thought the Supreme Leader's flagship would be on a scale to rival the now-vanquished Starkiller Base.

## MOBILE CAPITAL

Despite entreaties from commanders and allies alike, Supreme Leader Snoke has refused to designate a world as his regime's capital, either in the sectors claimed by the First Order or the Unknown Regions. The First Order's future is to dominate a lonely corner of the Outer Rim's newer worlds beyond the galactic frontier, but to restore the Empire's stolen dominion and build up its triumphs. Until that goal is achieved, the regime's capital will travel with its master.

## SHIP OF LEGEND

Supremacy is dangerous in a galaxy that has seen civilizations rise and fall over millennia, but the Supremacy may be the largest warship ever built. It dwarfs the Super Star Destroyers used by the Empire as command ships, the tiny battlecruisers built by wealthy Core sectors during the Republic's zenith, and the most outlandish reconstructions of Xim the Despot's ship. The Supremacy only rivals the Death Star superweapons and the planetary-scale engineering projects at Starkiller Base.

## DATA FILE

<b>MANUFACTURER</b>	Krennic Engineering
<b>MODEL</b>	Massive Star Destroyer
<b>CLASS</b>	Star Destroyer
<b>DIMENSIONS</b>	Length: 3,371.68 m (43,277 ft); width: 50.5 m (165 ft); height: 55.3 m (182 ft)
<b>CREW</b>	2,220-person including officers, stormtroopers, gunners, vehicle engineers, factory workers, technicians, specialists, and communications staff
<b>WEAPONS</b>	Thousands of heavy turbolasers, ship-to-ship battlecruisers, heavy ion cannons, and tractor beam projectors
<b>AFFILIATION</b>	First Order

# TIE SILENCER

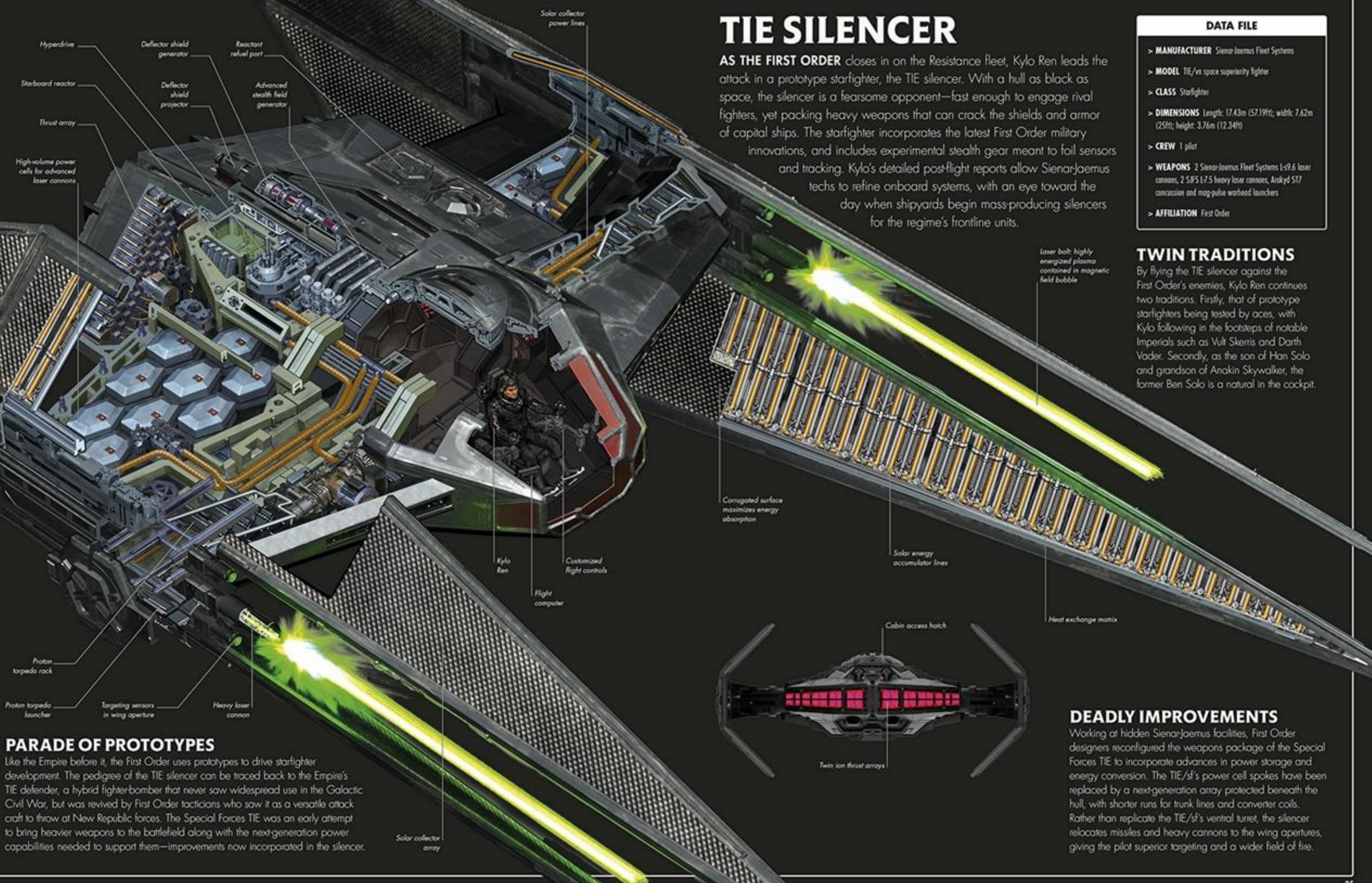
AS THE FIRST ORDER closes in on the Resistance fleet, Kylo Ren leads the attack in a prototype starfighter, the TIE silencer. With a hull as black as space, the silencer is a fearsome opponent—fast enough to engage rival fighters, yet packing heavy weapons that can crack the shields and armor of capital ships. The starfighter incorporates the latest First Order military innovations, and includes experimental stealth gear meant to foil sensors and tracking. Kylo's detailed post-flight reports allow Sienar-Jaemus techs to refine onboard systems, with an eye toward the day when shipyards begin mass-producing silencers for the regime's frontline units.

## DATA FILE

- > MANUFACTURER Sienar-Jaemus Fleet Systems
- > MODEL TIE/in space superiority fighter
- > CLASS Starfighter
- > DIMENSIONS Length: 17.43m (57.19ft); width: 7.62m (25ft); height: 3.76m (12.34ft)
- > CREW 1 pilot
- > WEAPONS 2 Sienar-Jaemus Fleet Systems L-99.6 laser cannons, 2 SIE-5 L-7.5 heavy laser cannons, Arakyd ST-7 concussion and mag-pulse warhead launchers
- > AFFILIATION First Order

## TWIN TRADITIONS

By flying the TIE silencer against the First Order's enemies, Kylo Ren continues two traditions. Firstly, that of prototype starfighters being tested by aces, with Kylo following in the footsteps of notable Imperials such as Vult Skerris and Darth Vader. Secondly, as the son of Han Solo and grandson of Anakin Skywalker, the former Ben Solo is a natural in the cockpit.



## PARADE OF PROTOTYPES

Like the Empire before it, the First Order uses prototypes to drive starfighter development. The pedigree of the TIE silencer can be traced back to the Empire's TIE defender, a hybrid fighter-bomber that never saw widespread use in the Galactic Civil War, but was revived by First Order tacticians who saw it as a versatile attack craft to throw at New Republic forces. The Special Forces TIE was an early attempt to bring heavier weapons to the battlefield along with the next-generation power capabilities needed to support them—improvements now incorporated in the silencer.

## DEADLY IMPROVEMENTS

Working at hidden Sienar-Jaemus facilities, First Order designers reconfigured the weapons package of the Special Forces TIE to incorporate advances in power storage and energy conversion. The TIE/sf's power cell spokes have been replaced by a next-generation array protected beneath the hull, with shorter runs for trunk lines and converter coils. Rather than replicate the TIE/sf's ventral turret, the silencer relocates missiles and heavy cannons to the wing apertures, giving the pilot superior targeting and a wider field of fire.

# FIRST ORDER CRAFT

THE ACCORDS that governed relations between the New Republic and the First Order placed strict limits on the size and capabilities of capital ships, agreements that were hailed as promises of peace for a war-weary galaxy. The D'Qar assault reveals those promises were empty: The First Order Star Destroyer *Finalizer* leads the attack, accompanied by a huge Siege Dreadnought. More than two dozen other Star Destroyers then join the fight, accompanied by the First Order's mightiest warship—Snake's aptly named *Mega-Destroyer*, the *Supremacy*.



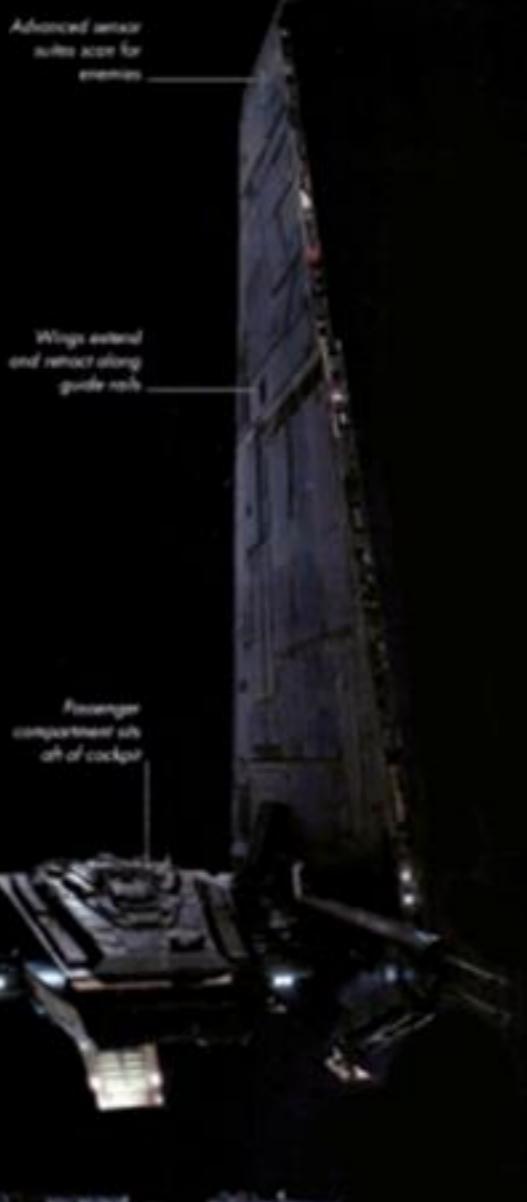
## COMMAND SHUTTLE

These black, batwinged shuttles carry First Order dignitaries such as Kylo Ren. Communications monitors, scanning suites, shield projectors, and powerful jammers line their tall, extendable wings, protecting the shuttles' valuable passengers from attack.



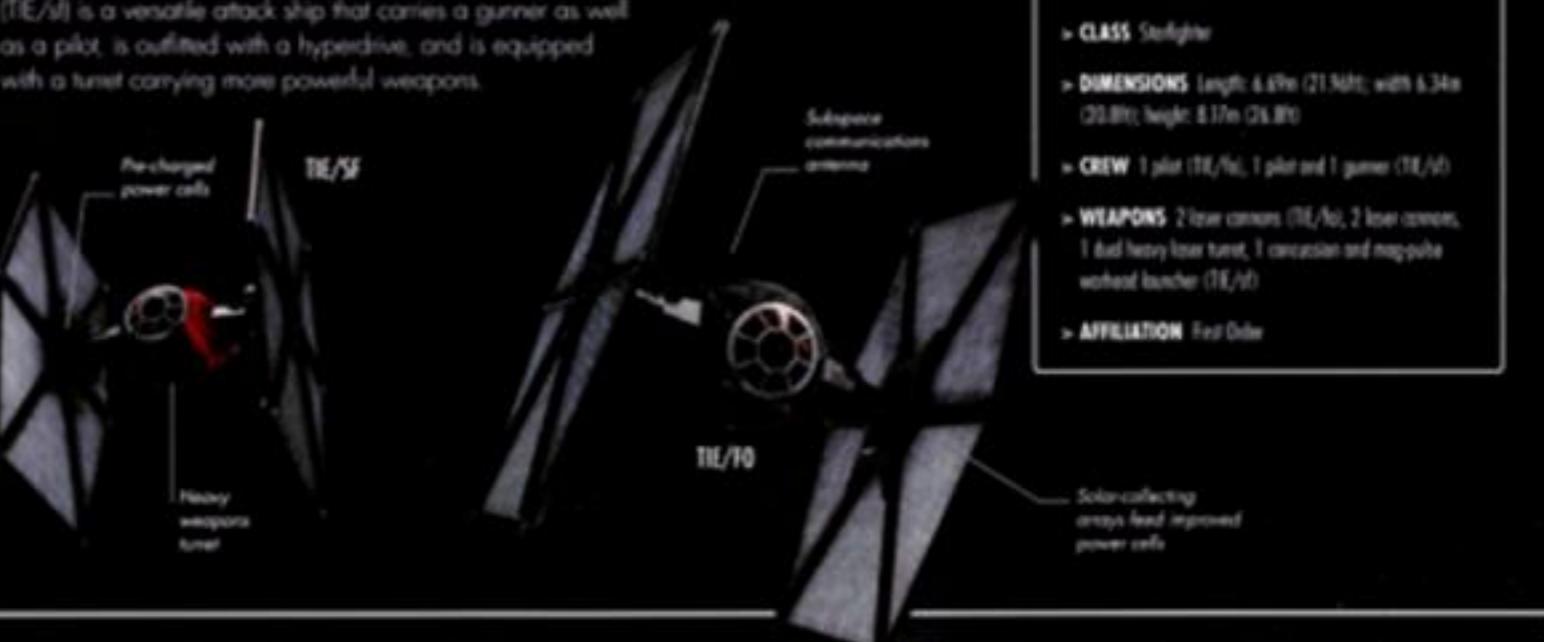
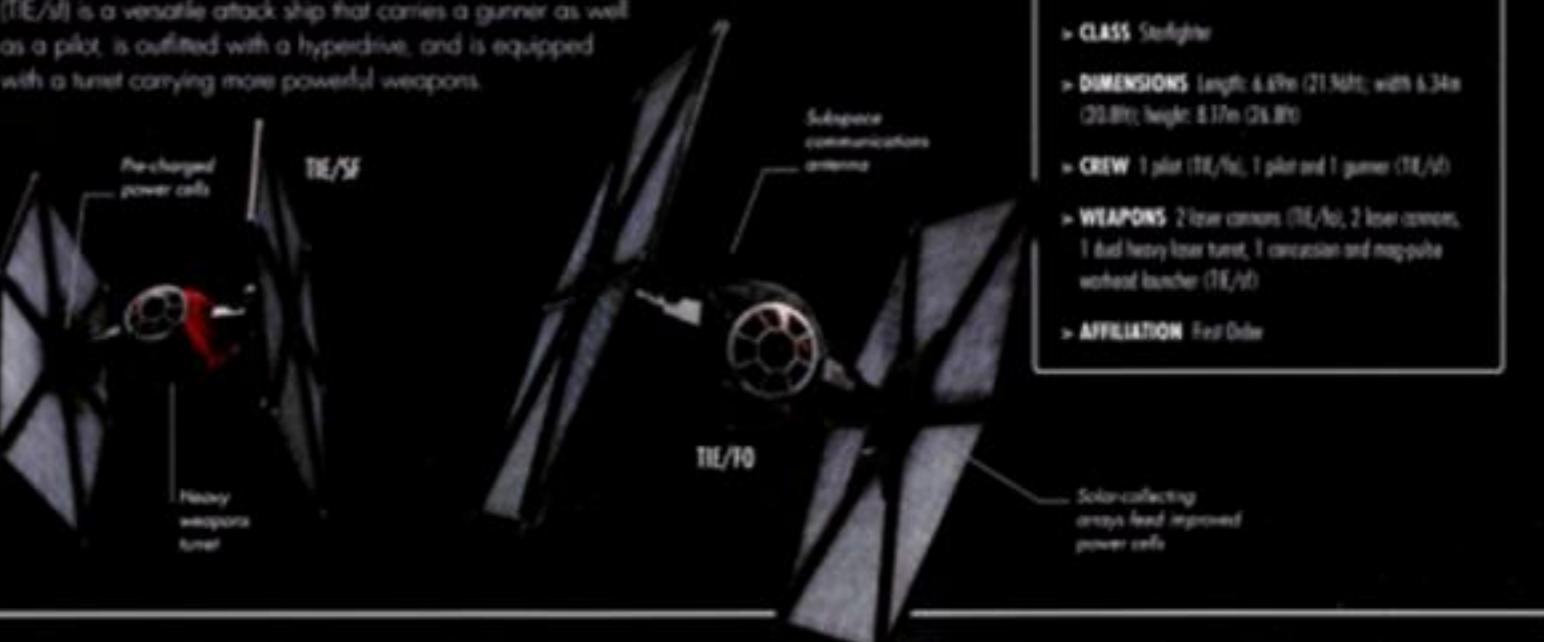
## DREADNOUGHT

One of the First Order's largest warships, the *Fulminatrix* is a Siege Dreadnought that dwarfs General Hux's flagship, the *Finalizer*. The *Fulminatrix* is the latest in the *Mandator* line, which originated in the decades before the Clone Wars. The Dreadnought's underside holds massive orbital bombardment cannons that can punch through planetary shields, then rain destruction on enemy worlds.



## TIE FIGHTERS

Like their Imperial predecessors, standard First Order TIE fighters (TIE/s) lack hyperdrives and are limited to shortrange operations, but these new-generation TIEs are defended by shields, miniaturized by years of research in First Order labs. The Special Forces TIE (TIE/d) is a versatile attack ship that carries a gunner as well as a pilot, is outfitted with a hyperdrive, and is equipped with a turret carrying more powerful weapons.



# CANTO BIGHT POLICE SPEEDER

**CANTO BIGHT'S** winding alleys and promenades are difficult terrain for the heavy speeders favored by most police forces, so local law enforcement depends on nimble repulsorcraft known as jetsticks. These craft are easy to control, with officers directing them by leaning one way or the other, and accelerating and braking with foot pedals and hand-held throttles. Their laser cannons are generally set for stun, but can kill a humanoid or disable a civilian vehicle at full power. While jetsticks are not capable of true atmospheric flight, they can easily reach rooftop level or cross small stretches of water.

## DATA FILE

- MANUFACTURER** Inchill Rotors
- MODEL** Cantonicus Impuls GB-134 jetstick
- CLASS** Speeder bike
- DIMENSIONS** Length: 2.98m (9.78ft); width: 2.55m (8.37ft); height: 2.5m (8.2ft)
- CREW** 1 police officer
- WEAPONS** 2 anti-personnel laser cannons
- AFFILIATION** Canto Bight Police Department

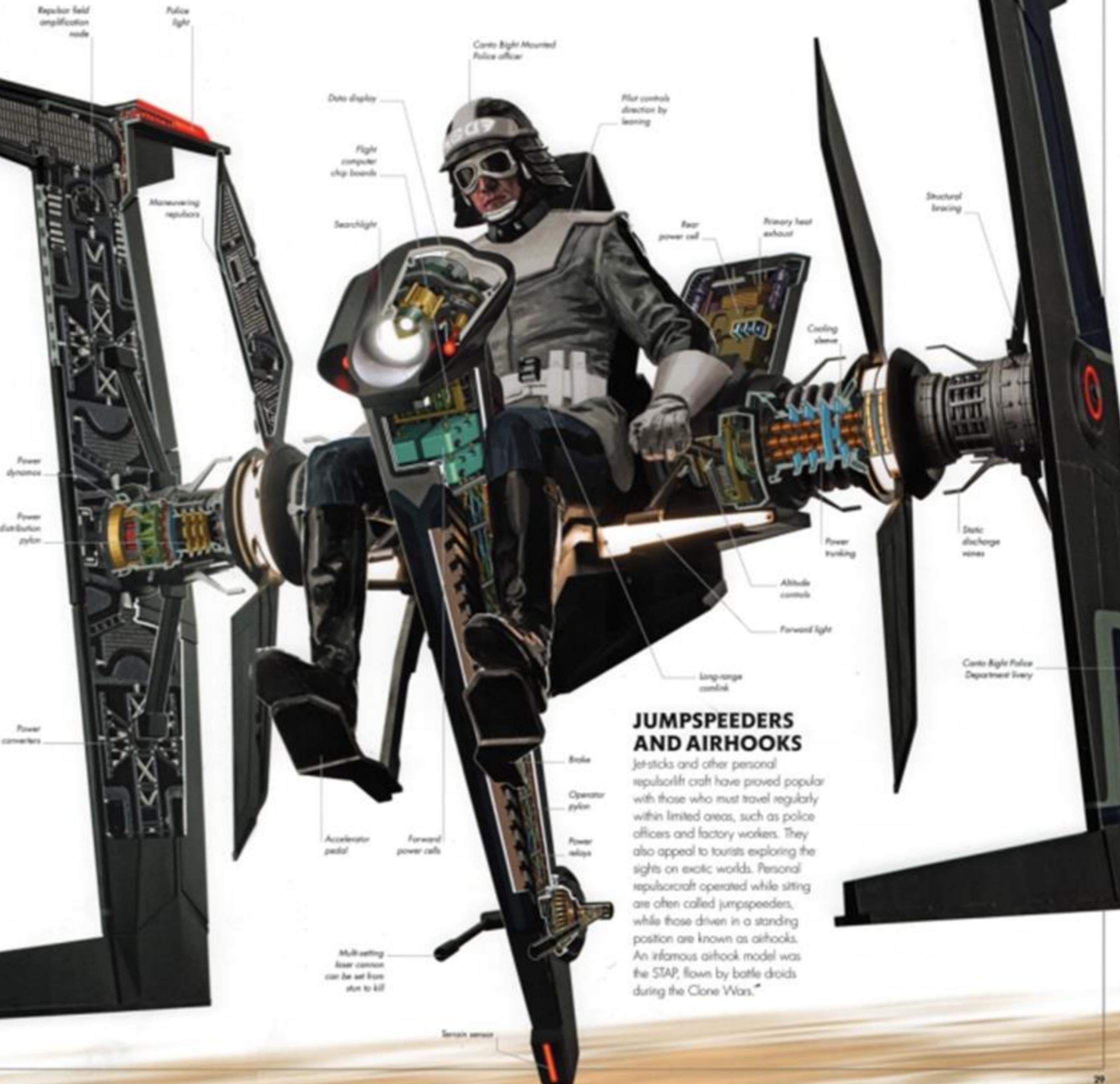
## QUICK RESPONSE

The whir of a jetstick's rotors reassures visitors to Canto Bight that the police are keeping an eye out for shady characters drawn to the glitz and glamour of galactic high life. Officers use dash-mounted data displays to identify troublemakers and exchange information while hovering in the old city's graceful squares, or patrolling the labyrinth of ancient streets. In the event of trouble, an officer activates the jetstick's sirens and speeds to the scene, ready to coordinate with foot patrols or call for backup from heavier units.

## KEEPING THE PEACE

The Canto Bight Police Department is well equipped and its officers are well paid. This is all part of Cantonic's strategy to keep the wealthy engaged at gaming tables and racetracks, so credits flow freely from their pockets and into the coffers of the planet's entertainment barons. The police are trained to avoid deadly force if at all possible, keeping Canto Bight a sunny playground free of shadows cast by inequality and galactic unrest. The CBPD uses jetsticks to contain trouble, responding quickly, firing stun bolts, and carting miscreants off to answer for their crimes at the convenience of a magistrate.

Repulsor field generation frame



## JUMPSPEEDERS AND AIRHOOKS

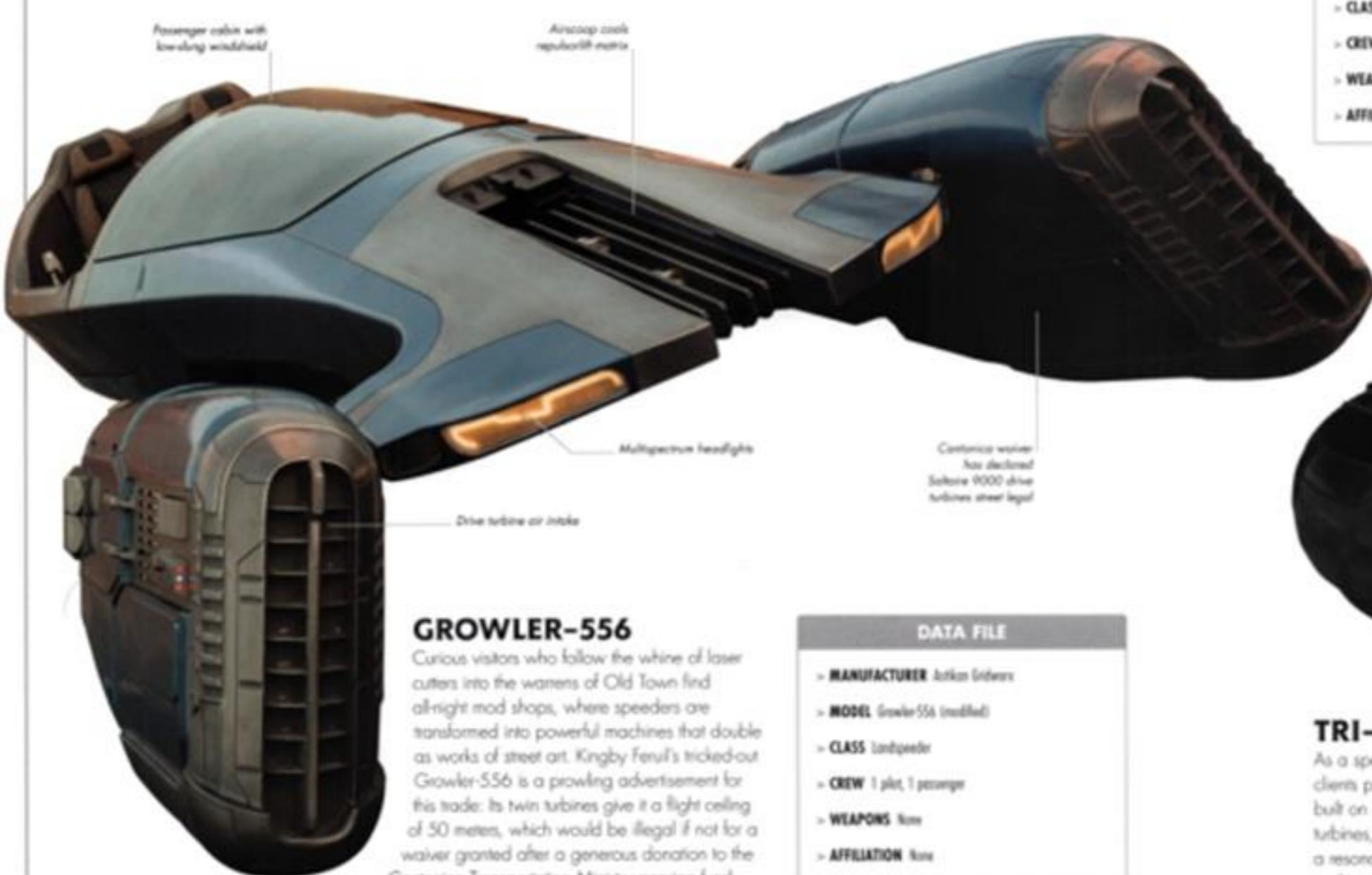
Jetsticks and other personal repulsorlift craft have proved popular with those who must travel regularly within limited areas, such as police officers and factory workers. They also appeal to tourists exploring the sights on exotic worlds. Personal repulsorcraft operated while sitting are often called jumpspeeders, while those driven in a standing position are known as airhooks. An infamous airhook model was the STAP, flown by battle droids during the Clone Wars.

# CANTO BIGHT SPEEDERS

**THE ENTRANCES** to Canto Bight's casinos aren't just a prelude to the pleasures waiting within, but a stage for showing off a dizzying array of luxury speeders, many of them heavily customized by the mod shops in Canto Bight's Old Town. Well-connected visitors reserve flashy rides before their arrival, with chauffeurs available for those who'd rather be driven than take the controls themselves. The nighttime thoroughfares of Canto Bight are a parade of gleaming, growling street machines, and many a visitor leaves delighted by the display and wanting to own a piece of it. The mod shops soon find themselves with another customer boasting an outsized bank account and requesting a creation that will make even the most jaded head turn.



Gamblers driving for a night at the tables are greeted by valets trained to operate speeders designed for a vast range of appendages. There are also droids on hand to take charge of truly exotic models. Hole-camera trackers alert staff when a visitor's night is over, ensuring minimal wait times.



## GROWLER-556

Curious visitors who follow the whine of laser cutters into the warrens of Old Town find all-night mod shops, where speeders are transformed into powerful machines that double as works of street art. Kingby Ferul's tricked-out Growler-556 is a prowling advertisement for this trade: Its twin turbines give it a flight ceiling of 50 meters, which would be illegal if not for a waiver granted after a generous donation to the Cantonicus Transportation Ministry pension fund.

### DATA FILE

- **MANUFACTURER** Attoni Entworks
- **MODEL** Growler-556 (modified)
- **CLASS** Landspeeder
- **CREW** 1 pilot, 1 passenger
- **WEAPONS** None
- **AFFILIATION** None

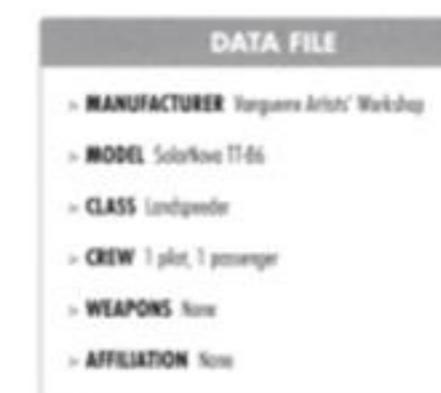


## STREETBOSS 50-50

Experience and training mean valets and chauffeurs typically park visitors' speeders with confidence. However, Hulb Taxxi's vehicle is an exception, as every valet learns in short order. Hulb's StreetBoss 50-50 not only parks itself but also defends its chosen turf with proximity alerts, and an anti-personnel energy grid powerful enough to leave a Wookiee drooling and staggering. When the StreetBoss arrives, normally attentive valets blanch and scatter.

Drive turbines tucked in to ensure stylish silhouette

Chromium-ally plating with integrated chromonodes



## SOLARNOVA TT-86

Thandisten Pikkalo's SolarNova TT-86 is something that's rarely seen in the street parade: a completely unmodified speeder. But you don't need the services of a mod shop when you own one of six prototypes built by the artisans of Vanguerne XI, before the collective shut its doors and dissolved on the eve of the Clone Wars.



Kluster 1010 outrigger drive turbine

## TRI-VANQUISH 7

As a speeder-modder himself, Si-Cos Tejujuar places bets alongside clients past, present, and future. His latest creation is a custom speeder built on a SoroSuub Tri-Vanquish 7 frame, altered to carry outrigger turbines, a rakish smoked-gloss windshield, and repulsorlifts that emit a resonant, subsonic purr. Canto Bight's valets know to take their time parking Teju's creations, ensuring that they catch envious visitors' notice.

### DATA FILE

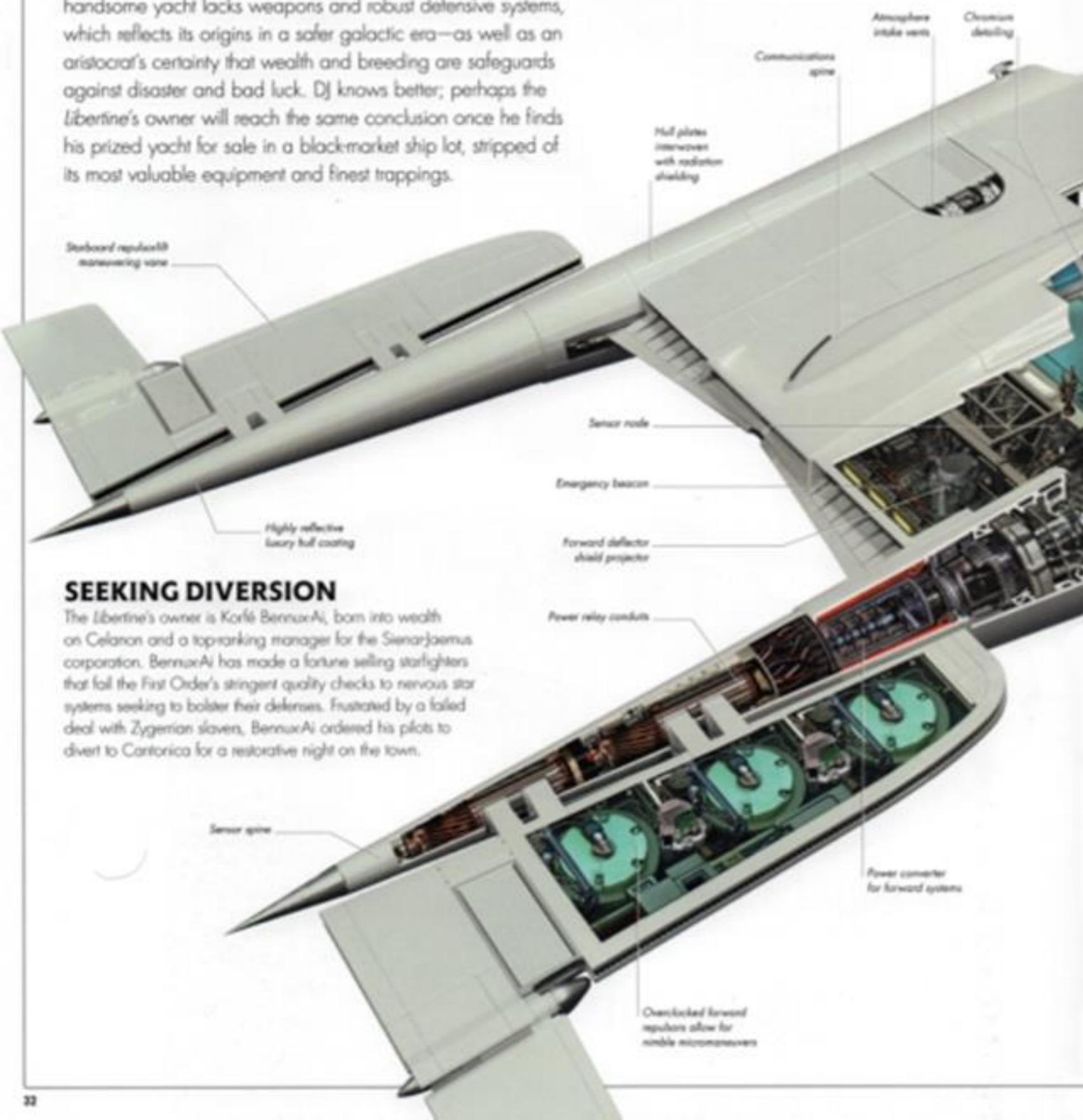
- **MANUFACTURER** SoroSuub Corporation
- **MODEL** Tri-Vanquish 7 (modified)
- **CLASS** Landspeeder
- **CREW** 1 pilot, 3 passenger
- **WEAPONS** None
- **AFFILIATION** None

# THE LIBERTINE

**FOR THE JOURNEY** from Canto Bight to the First Order fleet, DJ decides to travel in style, searching Canto Bight's spaceport for a ride worthy of the rich payday he's about to enjoy. For a practiced criminal, it's all too easy. He slips past the guards and uses a computer spike and key bypass to slice through the anti-theft defenses of the *Libertine*, a sleek and stylish star yacht belonging to a highrolling executive turned arms dealer. The handsome yacht lacks weapons and robust defensive systems, which reflects its origins in a safer galactic era—as well as an aristocrat's certainty that wealth and breeding are safeguards against disaster and bad luck. DJ knows better; perhaps the *Libertine*'s owner will reach the same conclusion once he finds his prized yacht for sale in a black-market ship lot, stripped of its most valuable equipment and finest trappings.

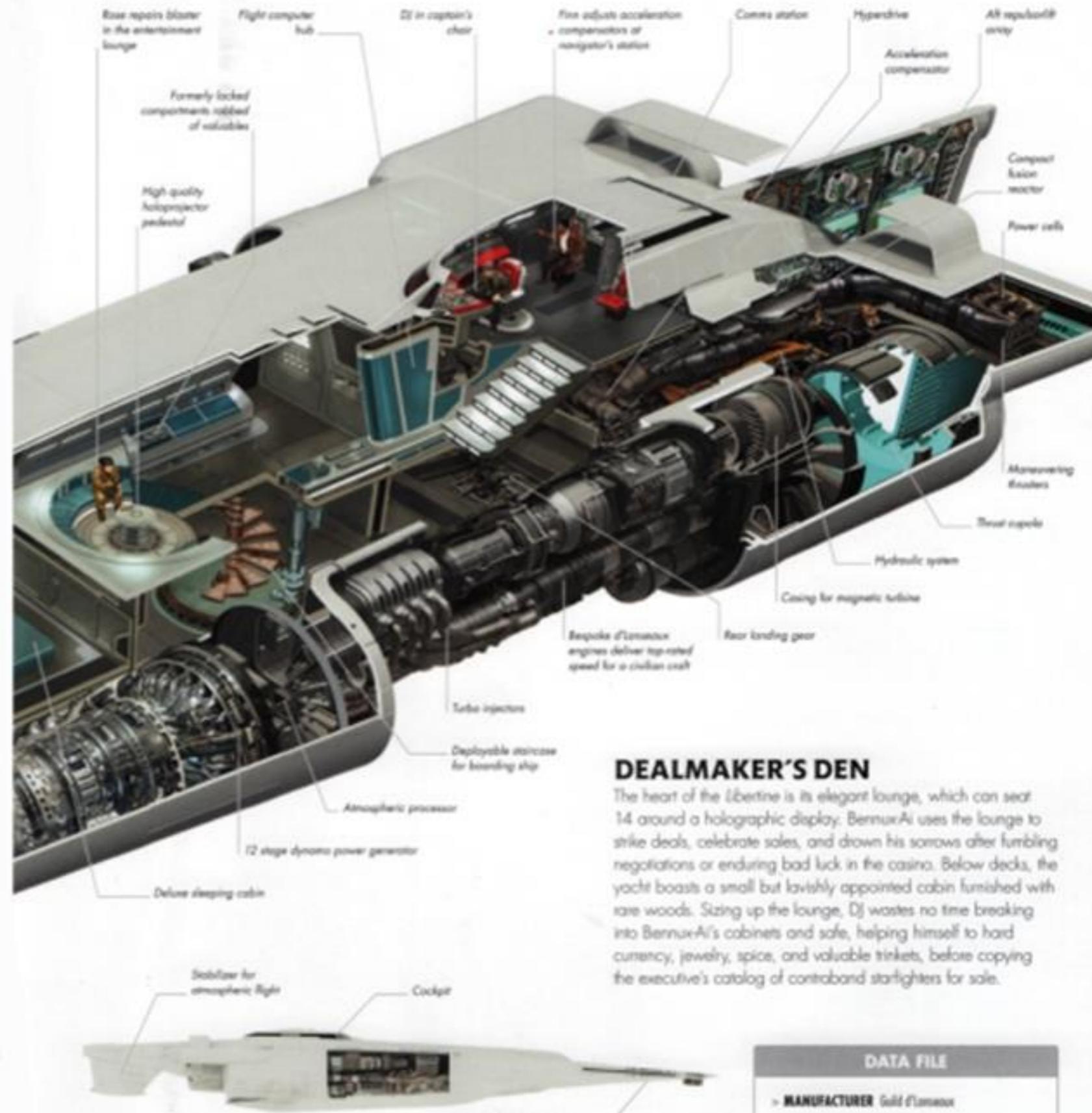
## STATUS SYMBOL

DJ grins at the sight of the staircase connecting the *Libertine*'s lounge with its flight deck. This seemingly out-of-place detail is a hallmark of a top-tier yacht, one constructed with acceleration compensators and antishock fields to ensure a ride as smooth as a luxury airspeeder or groundcoach. Unfortunately, he'll have to ditch the yacht in short order. But that's all right—in an easycome, easygo galaxy, a wise being doesn't cling to possessions, but simply enjoys the ride.



## SEEKING DIVERSION

The *Libertine*'s owner is Korfé BennuxAi, born into wealth on Celanon and a top-ranking manager for the SienanJaemus corporation. BennuxAi has made a fortune selling starfighters that fail the First Order's stringent quality checks to nervous star systems seeking to bolster their defenses. Frustrated by a failed deal with Zygerrian slavers, BennuxAi ordered his pilots to divert to Canto Bight for a restorative night on the town.



## ARTISANAL CRAFTWORK

In a galaxy where droid labor dominates industries from agriculture to manufacturing, nothing signals wealth and taste like a luxury item made by organic hands. The *Libertine* was built a century ago by the shipwrights of the Guild d'Lanseaux in the Chadaan Orbital Yards; like all d'Lanseaux yachts its design is unique. Registration data from the Bureau of Ships and Services indicates its first owner was the Kuati diplomat Valls of Kuhvut, who christened the ship the *Steadfast*.

## DEALMAKER'S DEN

The heart of the *Libertine* is its elegant lounge, which can seat 14 around a holographic display. BennuxAi uses the lounge to strike deals, celebrate sales, and drown his sorrows after fumbling negotiations or enduring bad luck in the casino. Below decks, the yacht boasts a small but lavishly appointed cabin furnished with rare woods. Sizing up the lounge, DJ wastes no time breaking into BennuxAi's cabinets and safe, helping himself to hard currency, jewelry, spice, and valuable trinkets, before copying the executive's catalog of contraband starfighters for sale.

## DATA FILE

- **MANUFACTURER** Guild d'Lanseaux
- **MODEL** Custom Star Yacht
- **CLASS** Transport
- **DIMENSIONS** Length: 52.92m (173.62ft); width: 26.13m (85.73ft); height: 7.03m (23.08ft)
- **CREW** 2 (pilot and co-pilot) plus up to 14 passengers
- **WEAPONS** None
- **AFFILIATION** None

# AT-HH

**TUG WALKERS ARE BUILT** to do one job: pull incredibly heavy loads under battlefield conditions. Their rows of legs—a design reminiscent of crustaceans or insects—supply enormous power while allowing the vehicle to keep moving even if multiple limbs are lost. Formerly known as All Terrain Heavy Haulers (AT-HHs), tug walkers rely on a combination of escort vehicles and heavy onboard weapons for defense. Their flat top decks are sheathed in thick armor plates, and four swiveling corner turrets can repel attackers from all sides. AT-HHs are used to drag everything from disabled warships to prefabricated base modules. However, on Crait their payload is a terrifying First Order weapon: a mighty siege cannon whose destructive power relies on kyber crystals similar to those at the heart of the Death Stars' superlasers.

## INTERLOCKING DEFENSES

An obvious way to stop the siege cannon would be to disable or destroy the tugs themselves. But that's easier said than done with an AT-HH—in addition to thick armor and redundant legs, the tug walker can defend itself with the turrets mounted at each corner of its carapace. First Order tactics also call for tug walkers to be defended by escorts ranging from TIE fighters to AT-ATs, AT-M6s, and troopers patrolling on speeders.

## STRENGTH IN NUMBERS

Traditional walkers can simply step over obstacles that would foil wheeled and tracked vehicles, but losing even a single leg can turn them into stalled scrap. The AT-HH borrows a strategy from the insect world: More legs means greater stability. The tug walker has three rows of legs; the front row holds 11 legs, while the rear two rows each have 10. The legs can rotate around their attachment points and be repositioned within the rows—in field tests on Dromondar Beta, AT-HHs were able to fulfill mission objectives with more than 40 percent of their limbs inoperative.

## DATA FILE

- **MANUFACTURER** Kestisstraße Drive-Yards
- **MODEL** All Terrain Heavy Hauler (AT-HH)
- **CLASS** Tug walker
- **DIMENSIONS** Length: 29.57m (97ft); width: 27.43m (89.9ft); height: 14.29m (46.8ft)
- **CREW** 1 (2 pilots, vehicle commander, 2 engineers, and 4 gunners)
- **WEAPONS** 4 medium fire-linked dual laser cannons
- **AFFILIATION** First Order



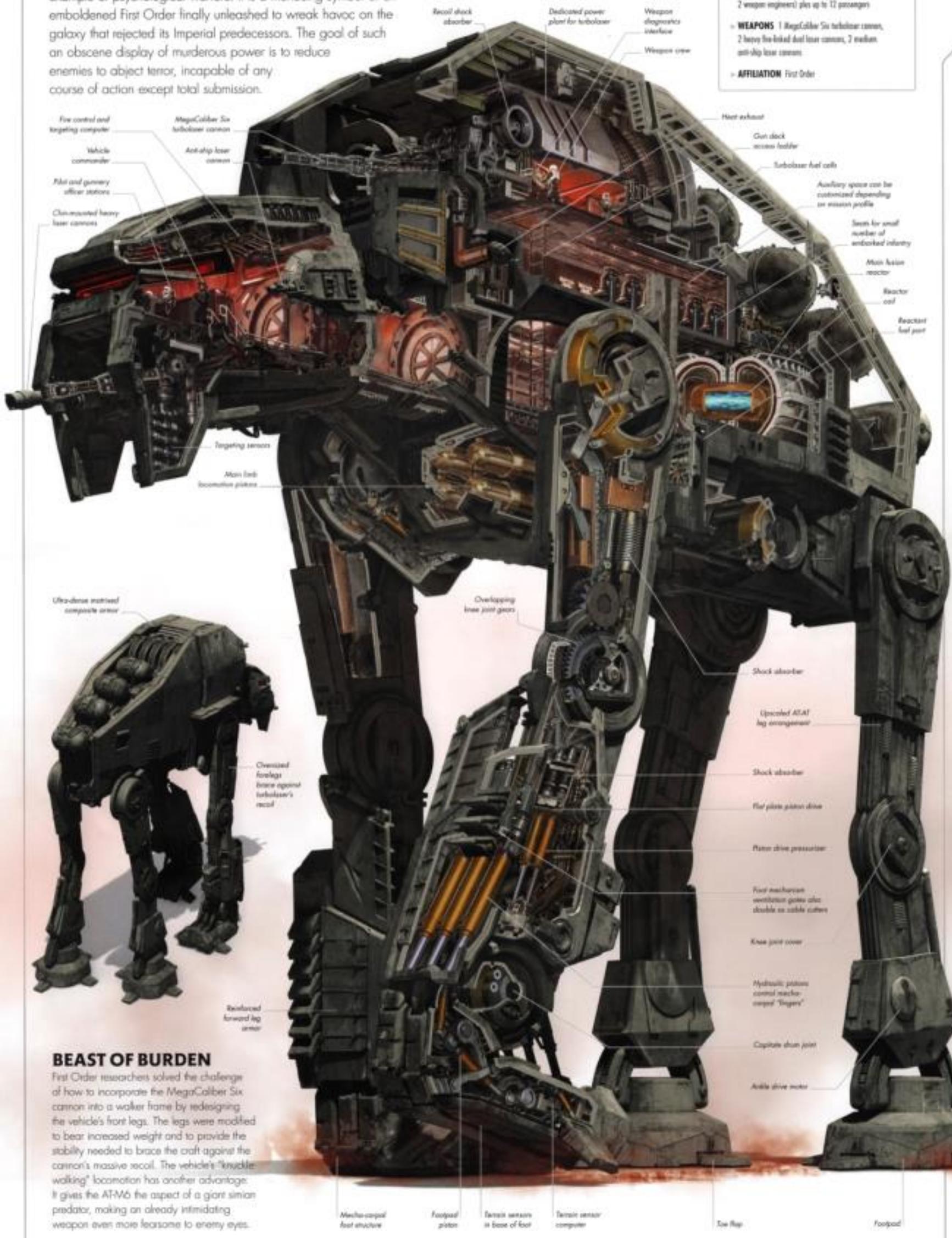
## TOUGH TETHERS

To drag the giant superlaser cannon into position, the First Order uses a method that would be recognized by ancient armies on countless worlds—tow cables. These would seem like a weak point, but as the Resistance discover, they're anything but: Each strand is actually a bundle of 27,572 steelon wires, an assemblage able to shrug off many direct hits from laser cannons before parting. The Resistance lacks both the time and the firepower to detach the AT-HHs from the deadly cannon making its way across Crait's salt flats.



# AT-M6

**A TOWERING MACHINE** seemingly plucked from nightmares, the All Terrain MegaCaliber Six brings devastating firepower to the surface of Crait. Sheathed in state-of-the-art armor forged in secret facilities in the Unknown Regions, the massive AT-M6 is simultaneously a brutally effective siege engine and a fiendish example of psychological warfare. It is a menacing symbol of an emboldened First Order finally unleashed to wreak havoc on the galaxy that rejected its Imperial predecessors. The goal of such an obscene display of murderous power is to reduce enemies to abject terror, incapable of any course of action except total submission.



## TOP GUN

The AT-M6 is fundamentally a platform for the MegaCaliber Six turbolaser cannon, which dominates the walker's massive fuselage. Intended to make siege warfare simple and short, the M6 is powerful enough to punch through shields rated to deflect bombardment from orbit. Bringing the destructive power of a battleship to ground engagements requires a dedicated power plant and a string of auxiliary fuel cells to reduce the cannon's recharge time.

## DATA FILE

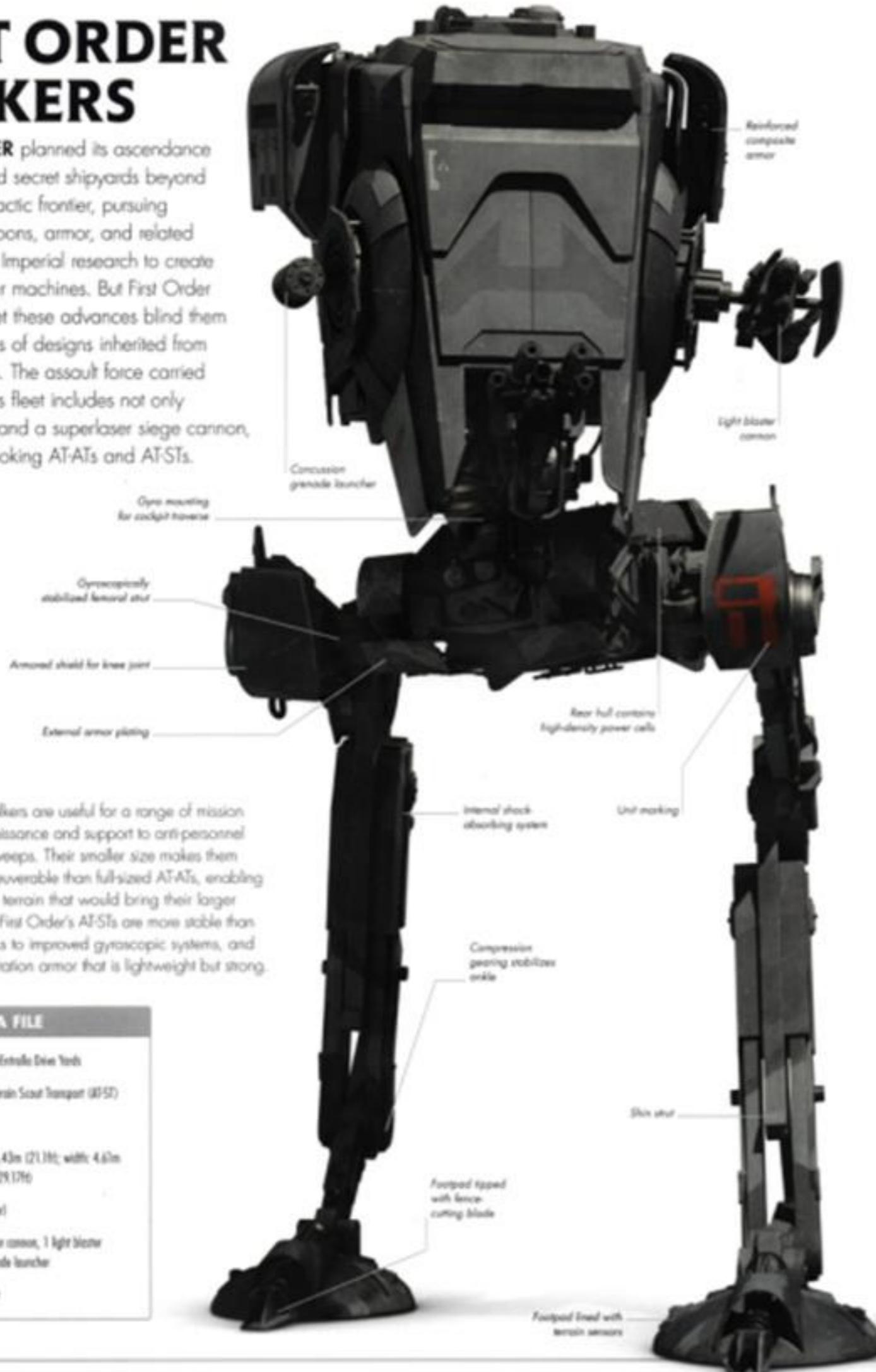
- **MANUFACTURER** Krennic Industries
- **MODEL** All Terrain MegaCaliber Six (AT-M6)
- **CLASS** Combat walker
- **DIMENSIONS** Length: 40.0m (131.2ft); width: 17.5m (57.4ft); height: 36.1m (118.7ft)
- **CREW** 5 (pilot, gunner, vehicle commander, and 2 weapon engineers) plus up to 12 passengers
- **WEAPONS** 1 MegaCaliber Six turbolaser cannon, 2 heavy fire-linked dual laser cannons, 2 medium anti-ship laser cannons
- **AFFILIATION** First Order

## BEAST OF BURDEN

First Order researchers solved the challenge of how to incorporate the MegaCaliber Six cannon into a walker frame by redesigning the vehicle's front legs. The legs were modified to bear increased weight and to provide the stability needed to brace the craft against the cannon's massive recoil. The vehicle's "knuckle-walking" locomotion has another advantage: It gives the AT-M6 the aspect of a giant simian predator, making an already intimidating weapon even more fearsome to enemy eyes.

# FIRST ORDER WALKERS

THE FIRST ORDER planned its ascendance in hidden labs and secret shipyards beyond the veil of the galactic frontier, pursuing advances in weapons, armor, and related fields that built on Imperial research to create fearsome new war machines. But First Order scientists haven't let these advances blind them to the effectiveness of designs inherited from their predecessors. The assault force carried to Crait by Snoke's fleet includes not only AT-M6s, AT-HHs, and a superlaser siege cannon, but also familiar-looking AT-ATs and AT-STs.



## AT-ST

Two-legged scout walkers are useful for a range of mission profiles, from reconnaissance and support to anti-personnel search-and-destroy sweeps. Their smaller size makes them faster and more maneuverable than full-sized AT-ATs, enabling them to cross difficult terrain that would bring their larger cousins to a halt. The First Order's AT-STs are more stable than Imperial models thanks to improved gyroscopic systems, and are clad in next-generation armor that is lightweight but strong.

### DATA FILE

- **MANUFACTURER** Kestis-Endo Drive Yards
- **MODEL** First Order All Terrain Scout Transport (AT-ST)
- **CLASS** Combat walker
- **DIMENSIONS** Length: 6.43m (21ft); width: 4.6m (15.1ft); height: 8.89m (29.17ft)
- **CREW** 2 (pilot and gunner)
- **WEAPONS** 1 twin blaster cannon, 1 light blaster cannon, 1 concussion grenade launcher
- **AFFILIATION** First Order



## AT-AT

The AT-AT was one of the most feared components of the Imperial Army, equally effective as a ground assault vehicle and a psychological weapon. The First Order has seen little need to change an effective formula, deploying AT-ATs according to longstanding Imperial procedure. Beneath its armored skin, however, the latest incarnation of the AT-AT benefits from improved targeting sensors and speedier weapon recharge rates. Its toughened shell is different, too: Lightweight materials are layered in a matrix that is stronger than Imperial-era armor, but no heavier.

### DATA FILE

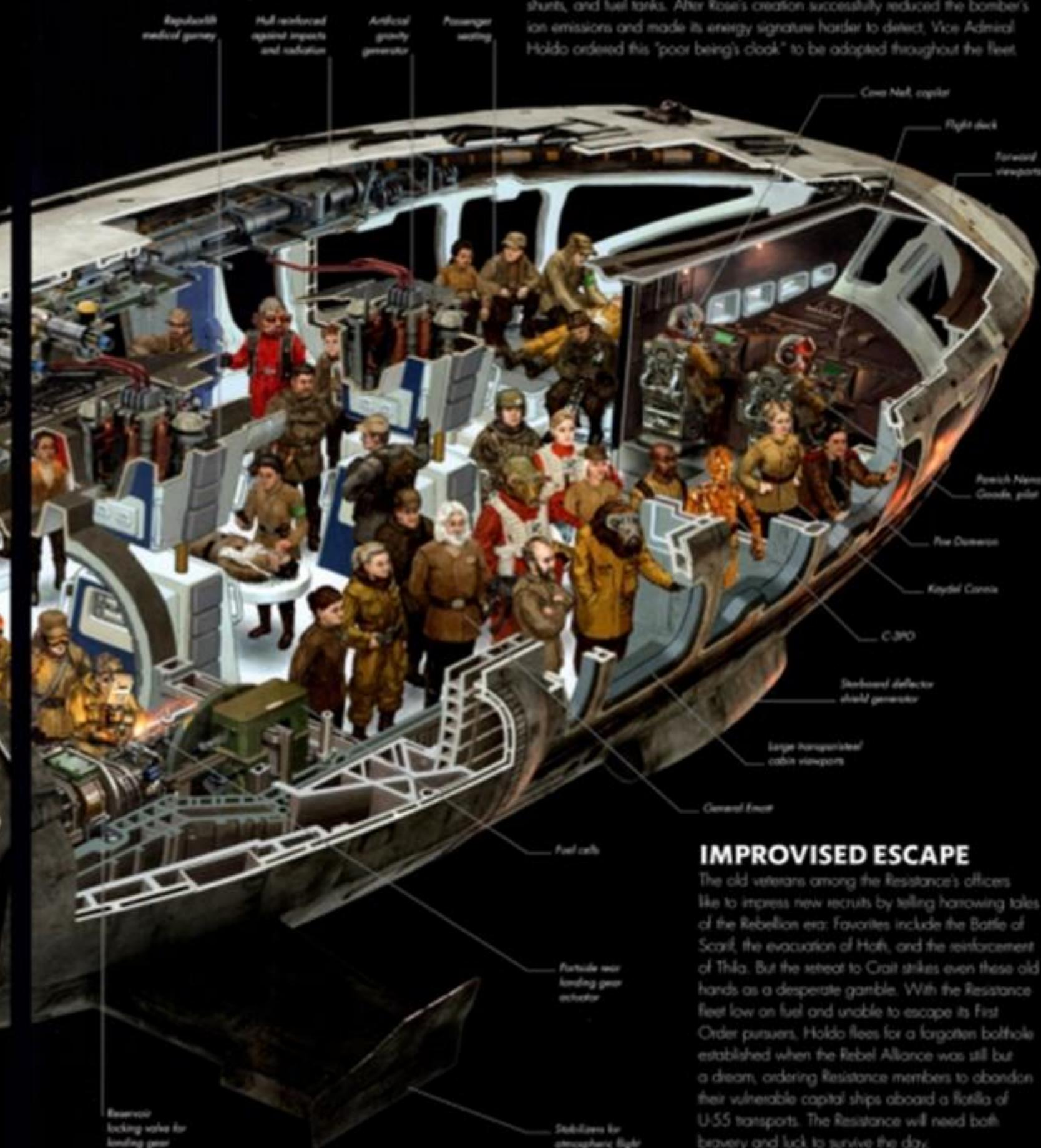
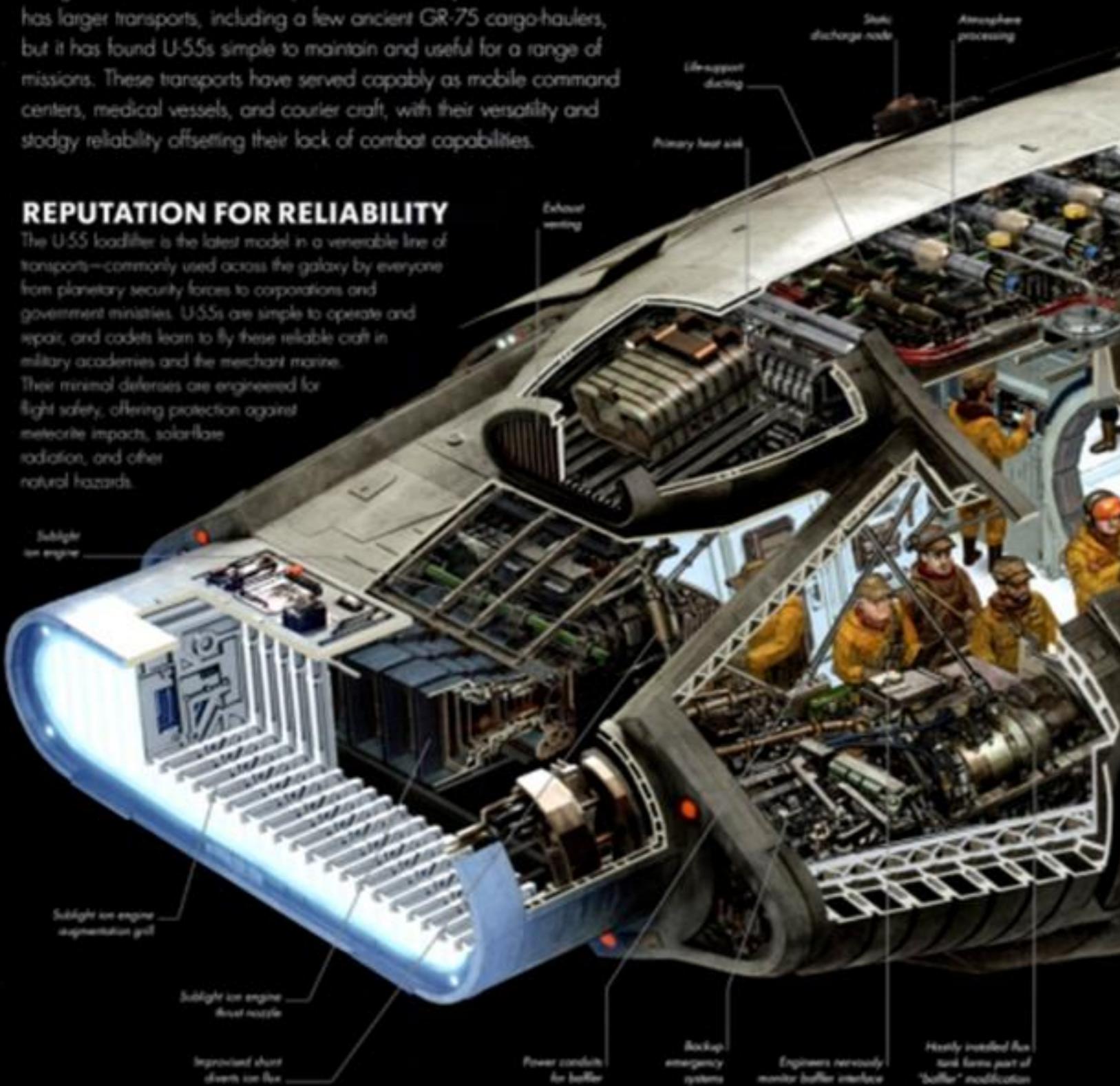
- **MANUFACTURER** Kestis-Endo Drive Yards
- **MODEL** First Order All Terrain Armored Transport (AT-AT)
- **CLASS** Combat walker
- **DIMENSIONS** Length: 24m (78.74ft); width: 10.79m (35.43ft); height: 22.83m (72.28ft)
- **CREW** 3 (pilot, gunner, and vehicle commander); plus up to 10 passengers
- **WEAPONS** 2 heavy laser cannons
- **AFFILIATION** First Order

# RESISTANCE SHUTTLE

**THE RESISTANCE RELIES** on transports for any number of tasks, from ferrying equipment between bases to carrying command personnel to clandestine meetings with sympathetic New Republic bureaucrats. Formerly known as U-55 loadlifters, these transports are unarmed, slow to maneuver, and incapable of faster-than-light travel. Transport pilots know they are easy prey for any enemies, and rely on fighter escorts to travel the spacelanes in safety. The Resistance has larger transports, including a few ancient GR-75 cargo-haulers, but it has found U-55s simple to maintain and useful for a range of missions. These transports have served capably as mobile command centers, medical vessels, and courier craft, with their versatility and sturdy reliability offsetting their lack of combat capabilities.

## REPUTATION FOR RELIABILITY

The U-55 loadlifter is the latest model in a venerable line of transports—commonly used across the galaxy by everyone from planetary security forces to corporations and government ministries. U-55s are simple to operate and repair, and cadets learn to fly these reliable craft in military academies and the merchant marine. Their minimal defenses are engineered for flight safety, offering protection against meteorite impacts, solar flare radiation, and other natural hazards.



## SKI SPEEDER

**THE RESISTANCE HAS A TRACK RECORD** of making ends meet with surplus New Republic warships, supplies obtained on the black market, and carefully maintained equipment from the Rebellion era. But ingenuity gives way to desperation when a First Order strike force corners the Resistance on Crait. Frantic repairs to ancient, rickety ski speeders that predate the Alliance lead to the debut of Poe Dameron's "Reb" Squadron. The fragile-looking ski speeders were originally civilian sports repulsorcraft, up-armored by long-gone rebel techs for use as patrol vehicles. These lightweight craft were never intended to take on anything bigger than the speeder bikes and ground vehicles favored by smugglers and pirates—but they now stand as the Resistance's last line of defense.



## RECREATIONAL VEHICLES

The early Empire witnessed a fad for asteroid slalom, a sport in which competitors sped along the surface of small asteroids, using them as springboards for high-speed turns and eye-catching stunts. The Verpine manufacturer Roche Machines produced the V-4 series of ski speeders, which boasted ventral mono-skis to keep the speeders anchored, and boom-mounted holo-cameras to record maneuvers. Unfortunately, an undetected stone-mite infestation led to the devouring of several racers and their craft in the Orlon Belt Grand Slalom Finals—a tragedy watched live by a horrified galaxy. As bookings plummeted, Roche Machines canceled production and sold off its inventory at slashed prices.

## DATA FILE

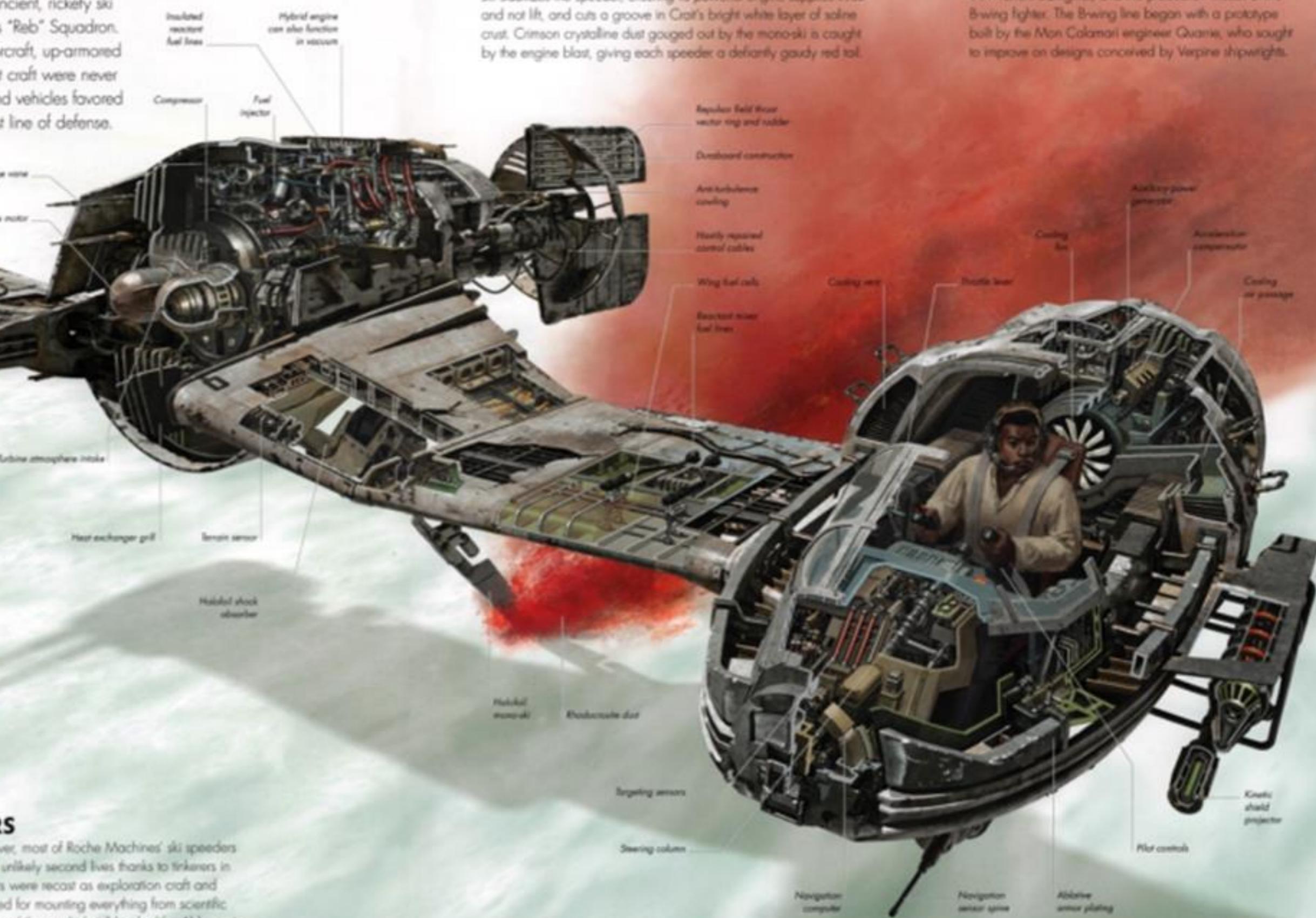
- **MANUFACTURER** Recha Machines
- **MODEL** Modified V-400 Ski Speeder
- **CLASS** Airspeeder
- **DIMENSIONS** Length: 7.33m (24.05ft); width: 11.5m (37.73ft); height: 4.21m (14.1ft)
- **CREW** 1 pilot
- **WEAPONS** 2 medium laser cannons
- **AFFILIATION** Resistance

## UNLIKELY BUYERS

With the asteroid slalom craze over, most of Roche Machines' ski speeders were scrapped. But a few found unlikely second lives thanks to tinkers in asteroid settlements. Ski speeders were recast as exploration craft and transports, their outriggers adapted for mounting everything from scientific instruments to supply pods. Meanwhile, a rebel cell backed by Alderaanian credits adapted a number of ski speeders for use as patrol craft on Crait. The rebel techs attached laser cannons to the speeders' booms and added as much armor as the lightweight craft could accommodate.

## CRIMSON CALLING CARD

Ski speeders were designed for use on asteroids, where there is enough gravity for repulsorlifts to engage, but not enough for true flight. They prove mildly terrifying to pilot in the heavier gravity of a planetary surface—the overcompensating repulsors threaten to launch the lightweight craft into the air with every bounce. The ventral mono-ski stabilizes the speeder, ensuring its powerful engine supplies thrust and not lift, and cuts a groove in Craft's bright white layer of saline crust. Crimson crystalline dust gouged out by the mono-ski is caught by the engine blast, giving each speeder a defiantly gaudy red tail.



## FAMILY RESEMBLANCE

Size up his first ski speeder, Poe Dameron complains that it's "a B-wing that can't fly." The squadron leader is closer to the truth than he knows: The ski speeder's cockpit pod, central engine, and outrigger are mainstays of Verpine ship designs, which include the T-6 shuttle, the V-19 Torrent starfighter, and the production model of the B-wing fighter. The B-wing line began with a prototype built by the Mon Calamari engineer Quatre, who sought to improve on designs conceived by Verpine shipwrights.



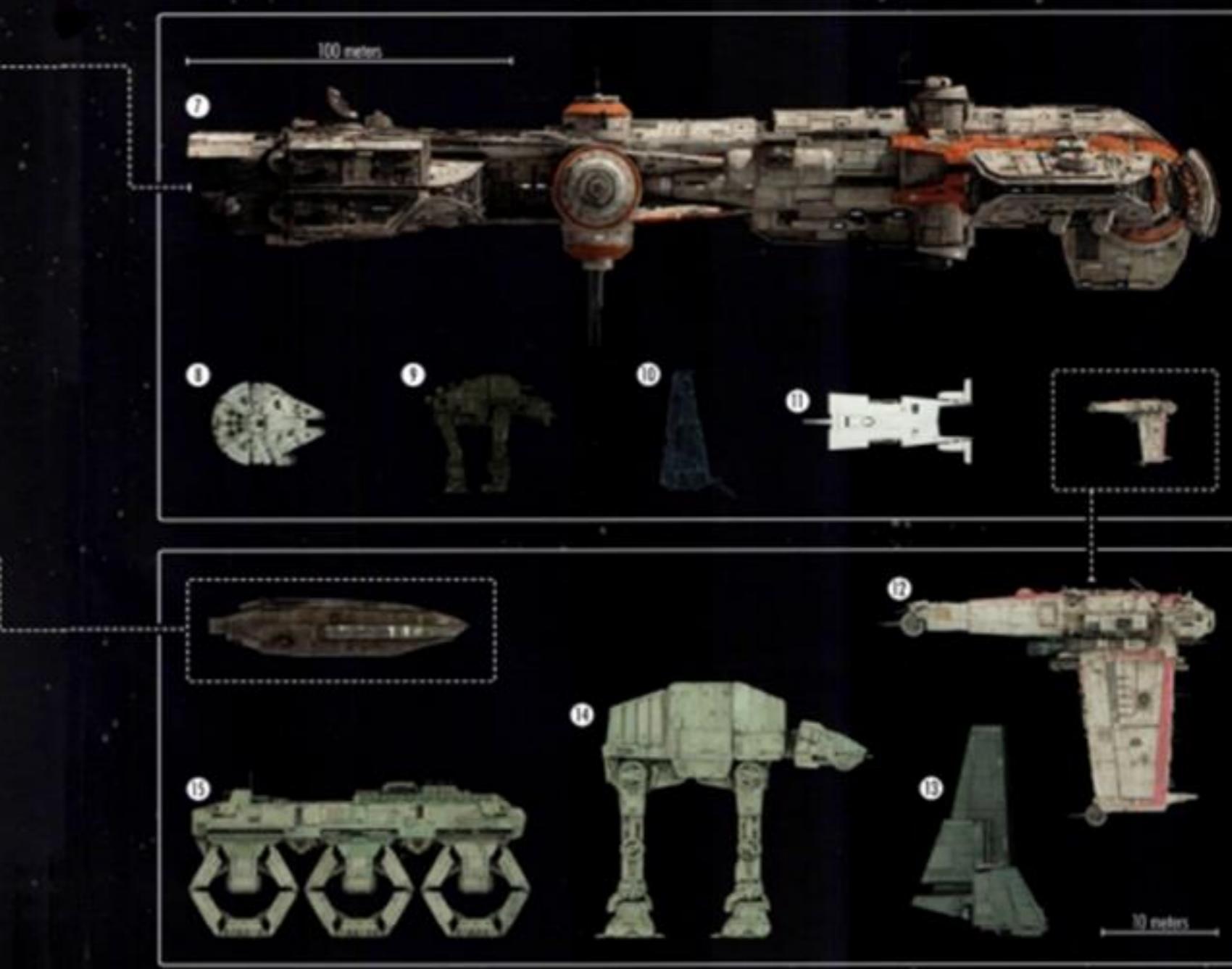
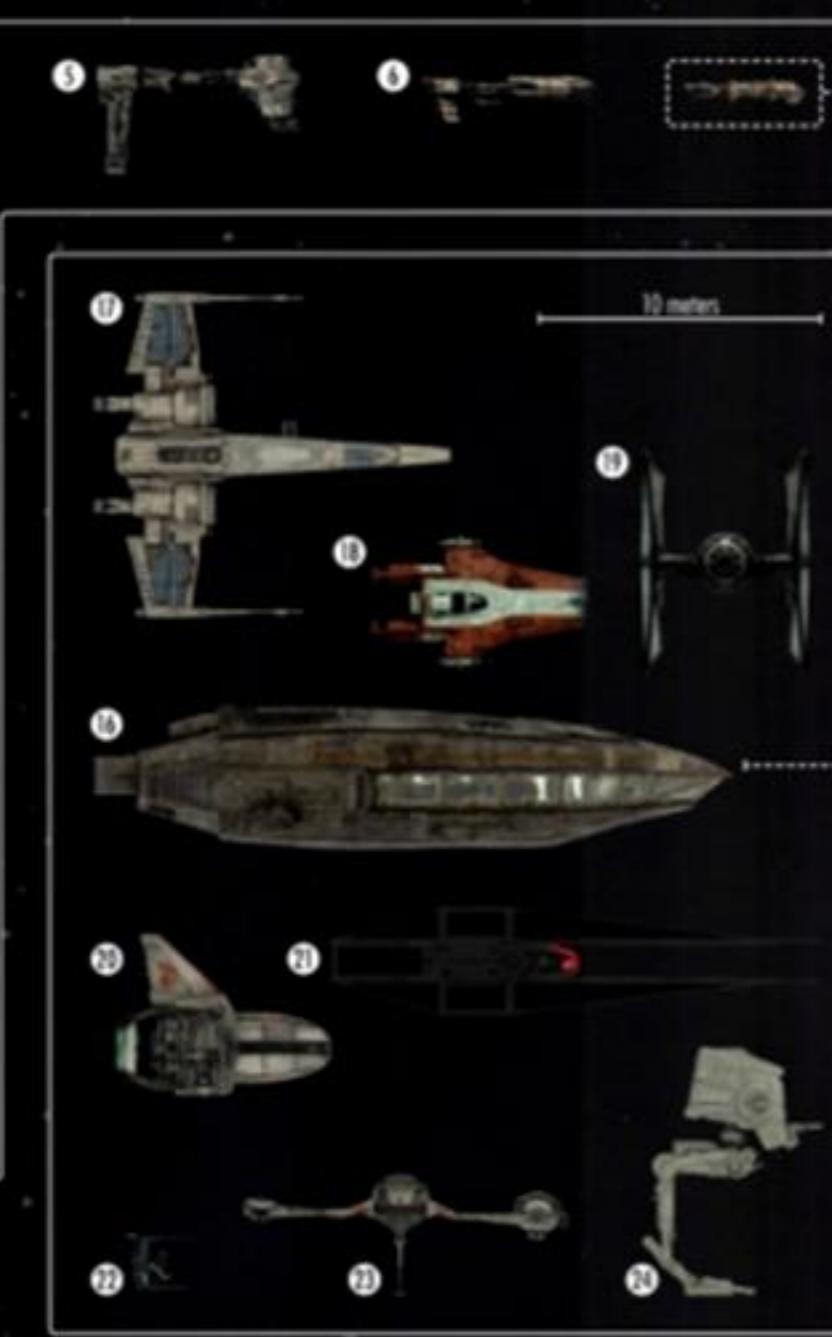
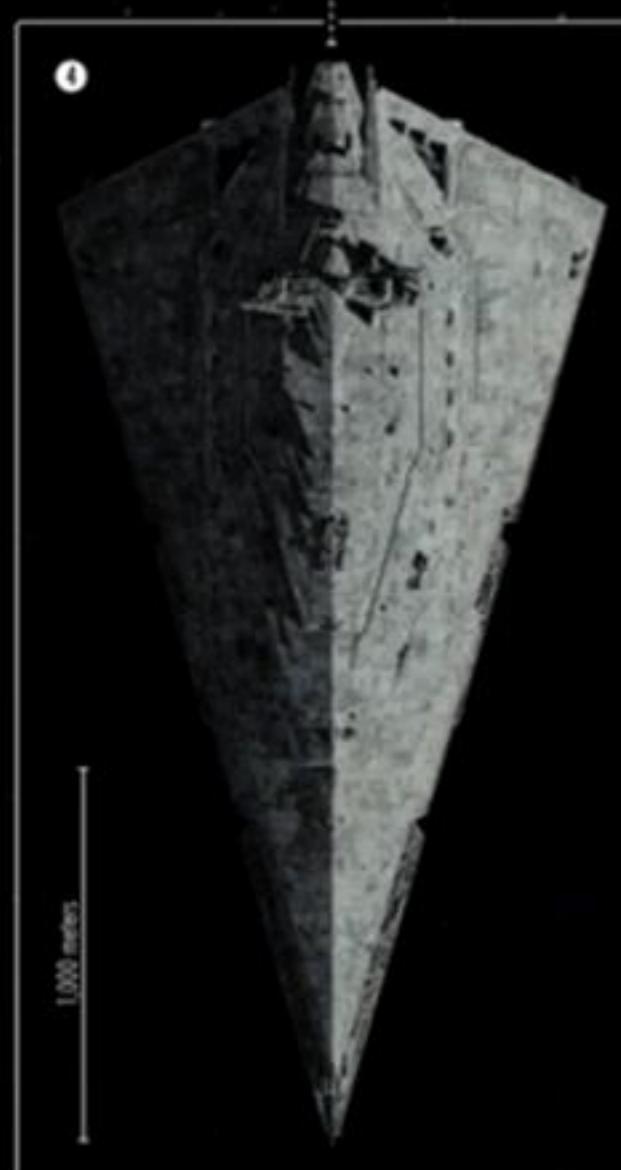
#### LAST STAND

Trapped on the barren salt flats of Crait and facing almost certain destruction, the surviving pilots of the Resistance charge their ski speeders straight at the First Order's invasion force.

# SIZE COMPARISON



1. Superdestroyer Width: 40,542.48m (132,630.64ft)
2. Palpatine's Length: 7,669.71m (25,183.04ft)
3. Rodian Length: 2,438.37m (11,280.78ft)
4. Tiekiller Length: 2,915.84m (9,566.4ft)
5. Anakin's Length: 549.17m (1,800.74ft)
6. Vigo Length: 498.92m (1,630.31ft)
7. Nien Nunb Length: 316.05m (1,036.9ft)
8. Millennium Falcon Length: 34.52m (113.25ft)
9. AT-M6 Height: 26.18m (86ft.75in)
10. Gungan-class shuttle Height: 37.2m (122.05ft)
11. Ewok Length: 32.92m (173.62ft)
12. AT-100 Starfortress Length: 29.67m (97.34ft)
13. First Order light shuttle Height: 18.31m (60.09ft)
14. First Order AT-AT Height: 22.63m (74.28ft)
15. AT-HE Height: 14.29m (46.88ft)
16. U-55 Freighter Length: 22.63m (74.24ft)
17. X-29 X-wing Length: 12.74m (41.6ft)
18. B2-2 Arwing Length: 7.68m (25.2ft)
19. First Order TIE fighter Length: 6.68m (21.95ft)
20. Resistance transport pod Length: 7.73m (25.34ft)
21. TIE silencer Length: 17.43m (57.19ft)
22. Canto Night police speeder Length: 2.98m (9.75ft)
23. Ski speeder Width: 11.5m (37.72ft)
24. First Order AT-ST Height: 8.89m (29.17ft)





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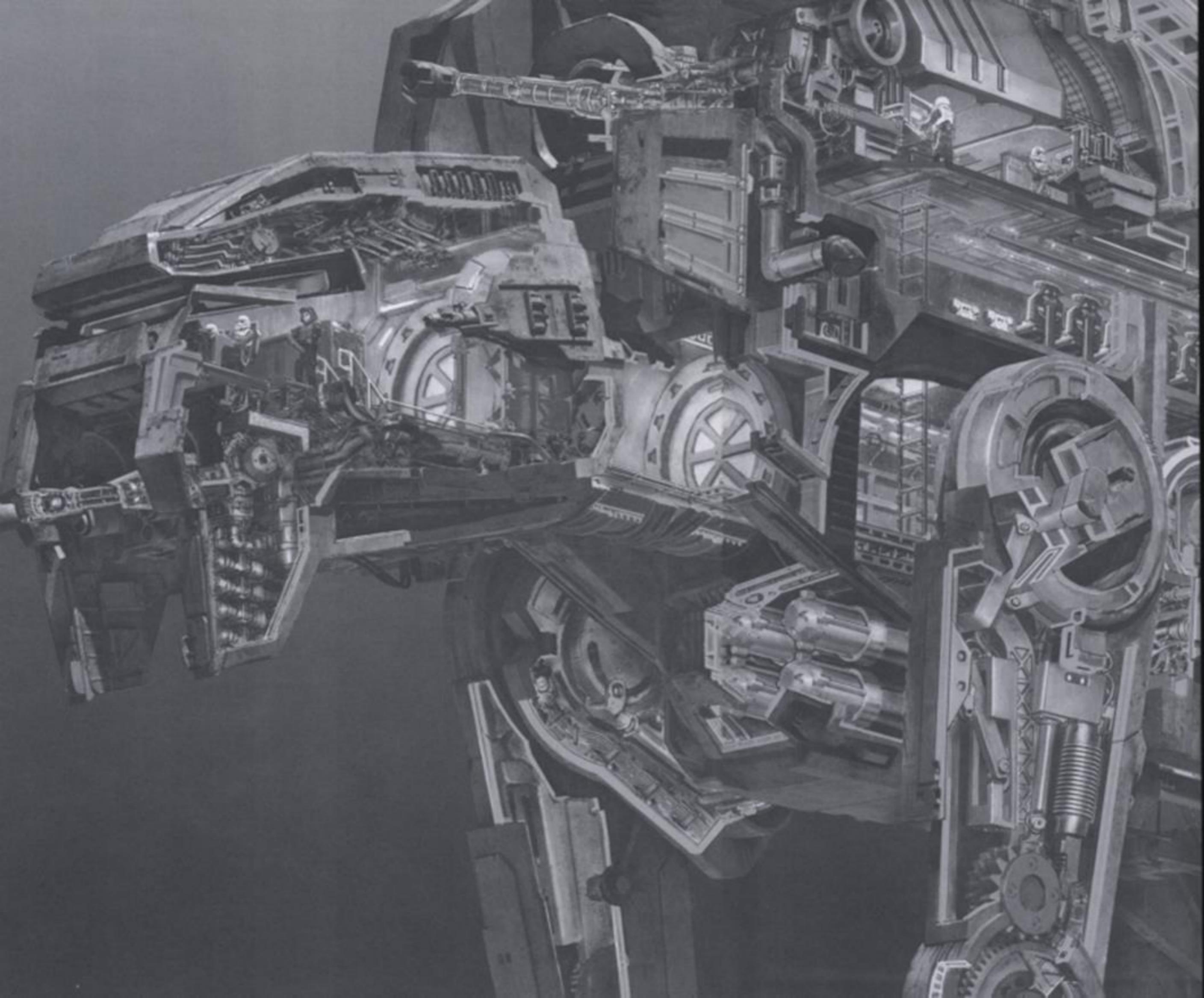
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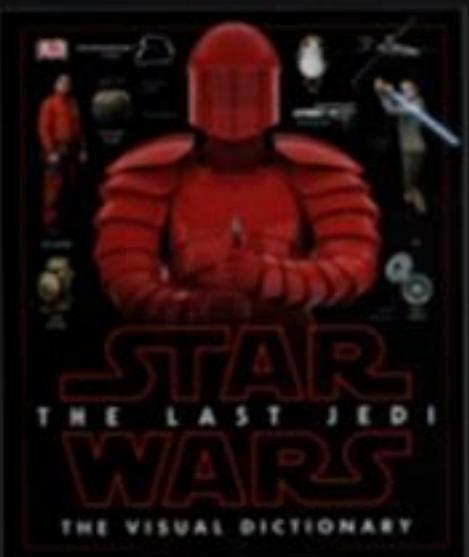
**KEMP REMILLARD** has been a professional concept artist and illustrator for games, film, and commercials since 2004. In 2015 he was approached to illustrate *Star Wars: The Force Awakens Incredible Cross-Sections* for DK Publishing in conjunction with Lucasfilm. Since then Kemp has illustrated many of the *Star Wars* galaxy, providing new artworks for the updated edition of *Star Wars: Complete Locations*, and cross-section vehicle illustrations for *Star Wars: Rogue One: The Ultimate Visual Guide*. Kemp enjoys art, design, humans, vehicles, characters, stars, wars, peace, space, history, and many other subjects that help him visualize the *Star Wars* galaxy. He currently lives in Berlin.

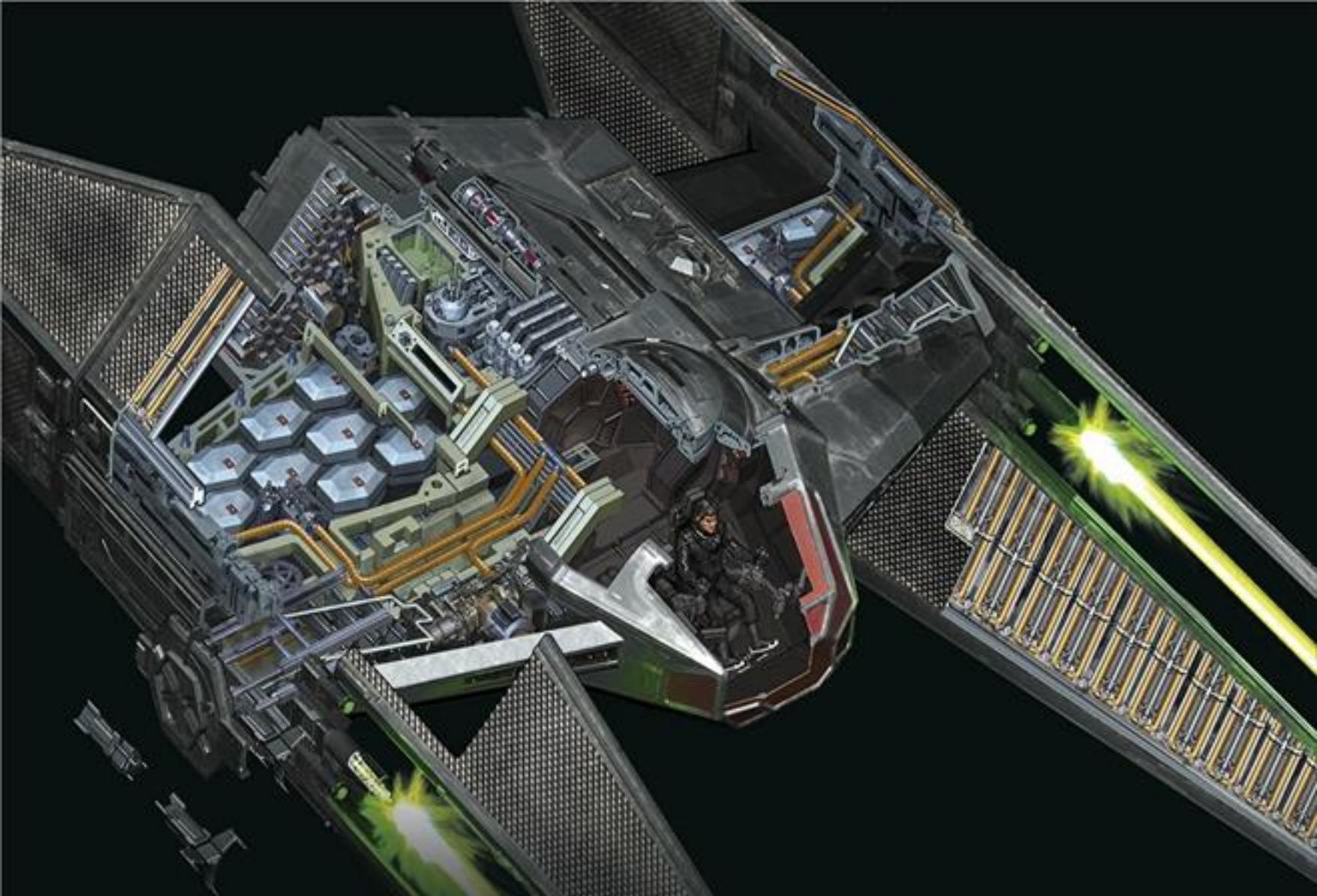
#### THE AUTHOR



**JASON FRY** has written or co-written more than 40 novels, short stories, and other works set in the galaxy far, far away. These have included the *Sons of the Empire* quartet, *Star Wars: The Force Awakens Incredible Cross-Sections*, and the novelization of *Star Wars: The Last Jedi*. He is also the author of the *Alpha Pioneers* young adult space fantasy series. He lives in Brooklyn, New York, with his wife, son, and about a metric ton of *Star Wars* stuff.

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